

1989
Green Bay
Packers

Lindy Infante
Offense

BASIC SERIES OUTLINE

INITIAL 1740
2:45

RUNS

- 0-9 - CROSSING ACTION - FB STARTS OPPOSITE THE HOLE - QB TURN BACK TO HOLE
- 10-19 - FULL FLOW - QB TURN BACK TO HOLE
- 20-29 - FULL FLOW - TB SERIES - QB FRONT TO HOLE
- 30-39 - FULL FLOW - FB SERIES - QB FRONT TO HOLE
- 40-49 - FULL FLOW - BELLY ACTION - QB TURN BACK TO HOLE

PURE PASS (NO PLAY FAKE)

- 50 (TIGHT 50) - 7 MAN PROTECTION - 2 BACKS CHECK
- 60 - 6 MAN SLIDE PROTECTION - 1 BACK DOUBLE CHECK STRONG - TE HOT
- 2-60 - 7 MAN SLIDE PROTECTION - BOTH BACKS CHECK STRONG SIDE
- 3-60 - 7 MAN SLIDE PROTECTION - 1 BACK PLUS TE CHECK STRONG SIDE
- 70 - 7 MAN PROTECTION - 1 BACK CHECK WEAK PLUS TE CHECK STRONG
- 4-70 - 6 MAN PROTECTION - 1 BACK CHECK WEAK - TE HOT
- 80 - 6 MAN SLIDE PROTECTION - 1 BACK DOUBLE CHECK WEAK - SE HOT
- 2-80 - 7 MAN SLIDE PROTECTION - BOTH BACKS CHECK WEAK SIDE
- 90 - 6 MAN PROTECTION - 1 BACK CHECK STRONG - SE HOT
- 500 - 6 MAN QUICK PROTECTION - 1 BACK AGGRESSIVE CHECK WEAK

PLAY ACTION

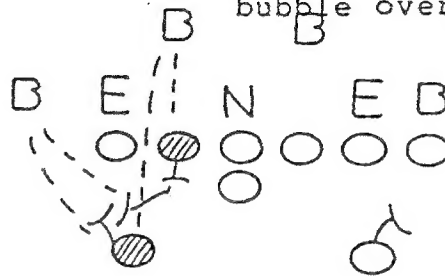
- 100 - 7 MAN PROTECTION - FRONT SIDE BACK SCAT - BACKSIDE TE CHECK
- 200 - 7 MAN PROTECTION - BOTH BACKS CHECK TO PLAY FAKE SIDE - SLIDE PROTECTION
- 300 - 7 MAN PROTECTION - 1 BACK AND FRONT SIDE TE CHECK - SLIDE PROTECTION
- 600 - 6 MAN PROTECTION - FAKING BACK DOUBLE CHECK TO FAKE SIDE - SLIDE PROTECTION LEAD BACK HOT
- WAGGLE - FAKE OPPOSITE SET OF QB - BOTH BACKS CHECK
- NAKEDS - QB BOOTLEGS OPPOSITE PLAY FAKE - NO LEAD BLOCKERS
- BOOT - QB BOOTLEGS OPPOSITE PLAY FAKE - GUARD LEADS

SCREENS

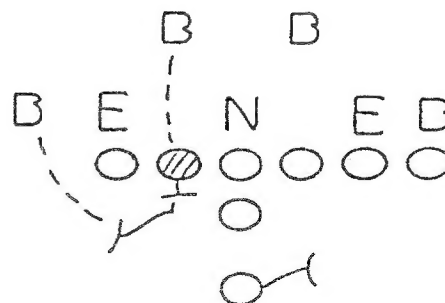
- QUICK SCREENS - THREE STEP THROWS TO SPLIT RECEIVERS
- SCREENS - FIVE STEP SCREENS WITH ONE DOWNFIELD READ - PASS HOT TO SCREEN RECEIVER
- SLOW SCREENS - SEVEN STEP SCREENS WITH TWO DOWNFIELD READS
- DASH - PRE-DETERMINED SCRAMBLE - QB BREAK CONTAIN

PASS CALLS AND TERMS

1. Sift
 - Concept whereby lineman must pick up unblocked rusher. Technically blocker who has responsibility to assigned defender in blocking Most Dangerous pass rusher who is free rusher.
2. Scan
 - Concept whereby Back must check from one assignment to another so as to pick up Most Dangerous pass rusher.
3. Fire
 - Term which specifies aggressive pass protection techniques.
4. Smoke
 - Term which specifies semi-aggressive pass protection techniques.
5. Zorro
 - Indicates Zone concepts within Man protection rules. Adjacent linemen "bumping" off vs. twists and games.
6. Molly
 - Term which tells Guard and Back on designated side to dual read. Used only vs. 3-4 with bubble over Guard.

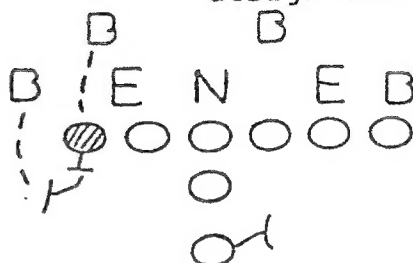


7. Maggie
 - Term which tells Guard on designated side to dual read. Used only vs. 3-4 with bubble over Guard. No Back to work with Guard.



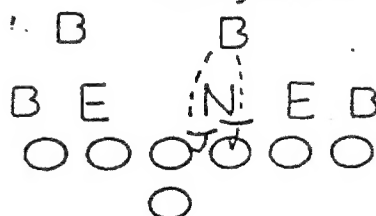
8. Trolly

- Term which tells Tackle on designated side to dual read.



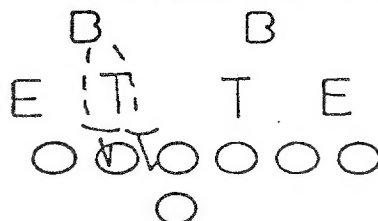
9. Roger

- Term which tells Right Guard and Center to area protect two designated defenders.



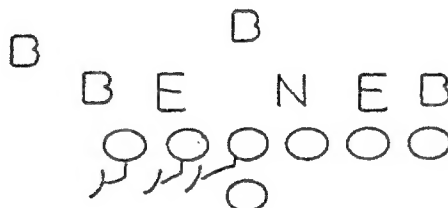
10. Louie

- Term which tells Left Guard and Center to area protect two designated defenders.



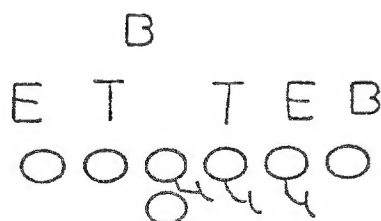
11. Low

- Term which tells all line to area protect to left side.



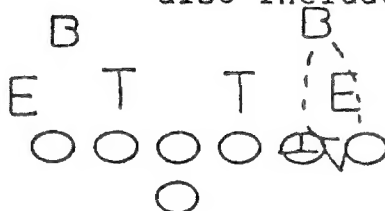
12. High

- Term which tells all line to area protect to right side.



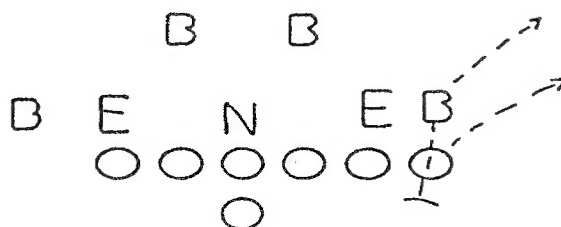
13. Swoop

- Term which tells Tight End and Tackle to area protect designated rushers. ("Super Swoop will also include Guard.")



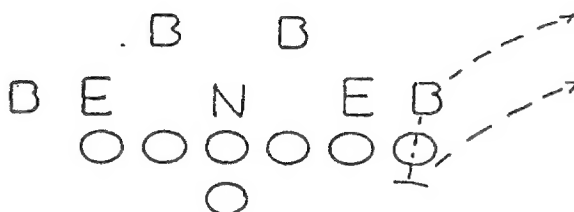
14. Slow

- Term which indicates Tight End will protect designated assignment with potential Bump off with Tackle. If Tight End's assignment does not rush, he holds for two counts, then releases in pattern.



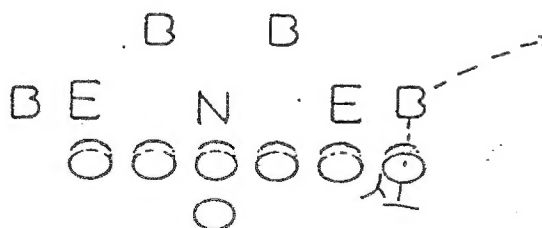
15. Check

- Same as Slow except as soon as Tight End realizes assignment has dropped, he releases in pattern.



16. Stay

- Term which indicates Tight End checks assignment and if defender drops, then Tight End becomes a help man.

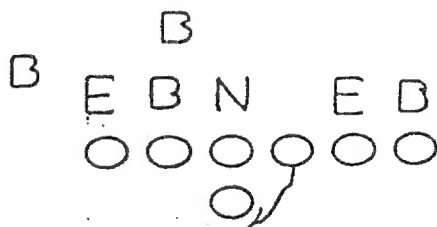


17. "Gone"

- Call which tells Tackle that Tight End recognizes his designated assignment is not a threat to rush and that he will release on snap.

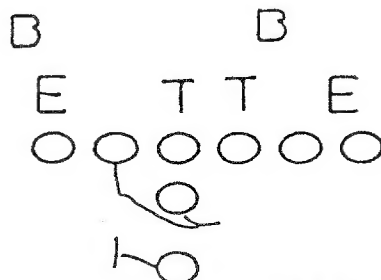
18. Peter

- Term which tells Right Guard he will come out of LOS to block designated rusher.



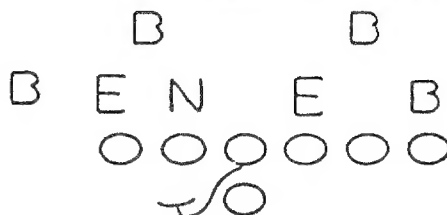
19. Paul

- Term which tells Left Guard he will come out of LOS to block designated rusher.



20. Mary

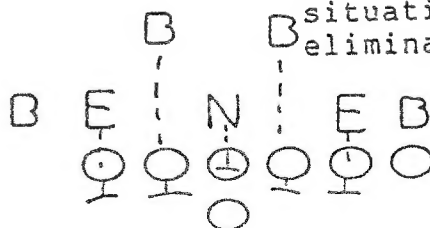
- Term which tells Center (Middle Man) he will come out of LOS to block designated rusher.



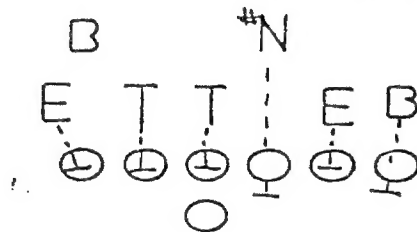
21. Solid

- Term which potentially has two meanings:

- Tells line they are blocking On, Over, Outside and not coming out for any outside rusher. Potential situation where Molly is eliminated.

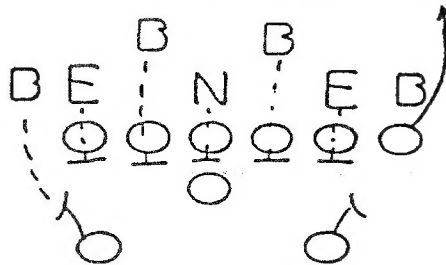


- b) Term also used in Nickel/Dime situations where Tight End calls to interior line positions indicating they stay on defender on or over them and Tight End will stay outside and block Defensive Lineman or Linebacker.



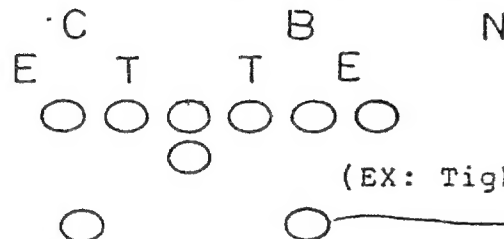
22. Regular

- Term similar to solid but also tells Backs they are responsible for Outside Linebackers on their side.



23. FB or HB Scat

- Alerts line that Back is releasing immediately and he no longer is has blocking assignment. (Possible shift added.)



24. "Short"

- Term used with pattern and protection call which alerts line Quarterback is dropping 5 steps.

25. "Quick"

- Term used with pattern and protection call which alerts line Quarterback is dropping 3 steps.

26. Slide

- Sliding line weak or strong depending on protection to protect.

PASS OFFENSE

The success of the Green Bay Packers' passing offense will depend upon the coordinated efforts of four different areas: The offensive line, quarterback, receivers and coaches. There is a spot from which each pass is thrown, and it is the responsibility of the quarterback to reach that spot as quickly as possible and be set to throw. It is vital that the blockers know where this passing spot is, in order that they may protect the passing area until the ball is released. It is also vital that the receivers be disciplined in running their routes in order to coordinate their break with the set of the quarterback when he reaches the passing spot. It is the responsibility of the coaching staff to teach technique and design patterns that will hit the weakness of the coverages we anticipate.

GENERAL RECEIVER INFORMATION

STRONG SIDE - WEAK SIDE DESCRIPTION

RUNNING GAME

When speaking of the running game the strong side will always be the Tight End side. Therefore, in all even numbered formations the strong side is right and in all odd numbered formations the strong side is left.

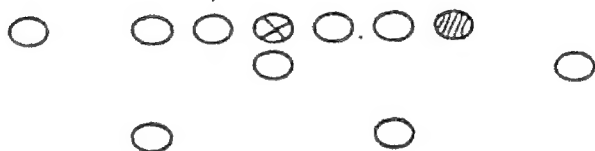
PASSING GAME

When referring to the passing game we will always consider the strong side the side with the two receivers. The strong side will be the tight end flanker side of regular formations and the split end flanker side of all Flip or Flop formations. Generally the side our flanker ends up on is the strong side of our passing attack.

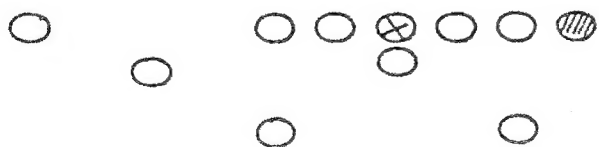
EXAMPLES:

RUNNING GAME

STRONG SIDE RIGHT

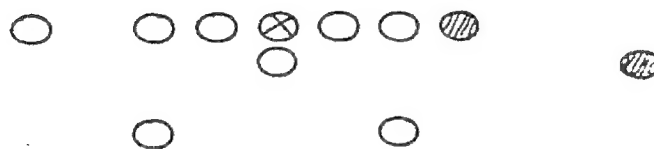


STRONG SIDE RIGHT

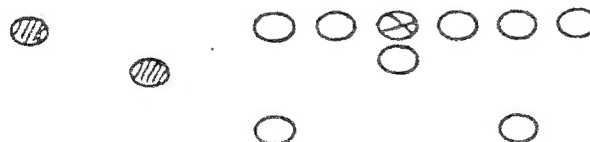


PASSING GAME

STRONG SIDE RIGHT



STRONG SIDE LEFT



PASSING SERIES DESCRIPTION

I. PURE PASSES (Straight pocket with no play fake)

These passes are called by the two or three digit numbers starting at 50.

In the two digit series, the first number will indicate the type of back-field flow and the protection. In the three digit series that fall into the PURE PASS category, the first two digits will indicate flow and protection.

The last number in either the two or three digit series will indicate the pattern if a numbered pattern is used. If the pattern is to be called by name, a zero will be the last digit.

Each series can be changed slightly with the use of a few words which are described under each series description below. What follows is a brief description of our PURE PASS series.

A. 50 SERIES

1. Basic seven man protection.
2. Five or seven step drop ("Short" call indicates a 5-step drop)
3. Possible Molly on weak side versus 34 defense.
4. Both backs check and release.
5. Split flow.
6. No HOT!
7. Possible calls or adjustments:
 - a. Strong - F stays in after check.
 - b. Weak - H stays in after check.
 - c. Solid - Both backs stay in after check.
 - d. Max - Tight End checks end man and release.
F look up safety blitz or release.
H block Wanda or release.
All Molly rules are off.
 - e. Late - Backs stay after check for 3 counts, then run flare controls called.
 - f. Counter 50 - Backs switch assignments with cross action in backfield.
 - g. H Scat - Releases H from blocking assignment and also places him in a possible HOT situation.
8. Tight 50 - by adding the word "Tight" before the 50, it mirrors the protection.
 - a. The possible Molly is now on the TE side.

B. 60 SERIES (Slide protection away from TE)

1. A SIX man protection.
2. Basic slide protection away from Tight End.
3. Five or seven step drop ("Short" call indicates a 5-step drop).
4. Split flow, if both backs are in the backfield, unless HB is in strong position.
5. H is scat.
6. F double check to TE side versus seven man fronts, then release.
7. Tight End is HOT versus a double strong linebacker dog versus seven man fronts (couple).
8. Possible calls or adjustments:
 - a. Strong - F stays in after check.
 - b. F Scat - Releases F from blocking assignment and also places him in a possible HOT situation. Only used versus nickel or dime defenses.
9. Possible calls that eliminate the possible HOT by the TE and also converts the protection into a seven man protection:
 - a. 2-60 - H blocks the first LB from outside in to TE and F blocks the second.
 - b. 3-60 - Y blocks the first LB from outside in to his side and the FB blocks the second.

C. 70 SERIES

1. A seven man protection.
2. Five or seven step drop ("Short" call indicates a 5-step drop).
3. Possible Molly on the weak side versus 34 defense.
4. Full flow weak if both backs are in the backfield.
5. H is Scat.
6. F checks weak, then release.
7. No Hot!
8. Tight End check, then release.

9. Possible calls or adjustments:

- a. Weak - F stays in after check to weak side.
- b. Solid - F checks and stays in on weak side.
Y checks and stays in on strong side.
- c. F Scat - F Scat weak. Possible Hot to F.
- d. Strong - Y check and stay in on strong side.
- e. Slow - Y makes check of blocking assignment, then holds for three counts before releasing.

D. 80 SERIES (A Reversal of the 60 Series)

1. A six man protection.
2. Slide protection to the TE.
3. Five or seven step drop ("Short" call indicates a 5-step drop).
4. Full flow weak, if both backs are in the backfield, unless HB in strong position.
5. H is Scat.
6. F has double check weak versus seven man fronts, then release.
7. X is HOT versus double weak LB dog versus seven man fronts (couple).
8. Possible calls or adjustments:
 - a. Weak - F stays in after check.
 - b. F Scat - Releases F from blocking assignment also places him in a possible Hot situation. Only used versus nickel or dime defenses.
9. Possible call that eliminates the Hot by X and converts protections into a 7-man protection.
 - a. 2-80 - H blocks the first LB from outside in to the SE side and the FB the second.

E. 90 SERIES

1. A six man protection.
2. Five or seven step drop ("Short" call indicates 5-step drop).
3. Possible Maggie to weak side versus 34 defense.
4. Split flow, if both backs are in the backfield, unless in strong set.
5. H is Scat.

6. F checks to the TE side, then release.
7. X is Hot versus double backer dog weakside versus 34 (couple) or Wanda dog versus 43.
8. Possible calls of adjustments:
 - a. Strong - F checks and stays in.

F. 4-70 SERIES

1. A six man protection.
2. Five or seven step drop ("Short" call indicates a 5-step drop).
3. Possible Maggie to the TE side versus 34 defense.
4. Full flow weak, if both backs are in the backfield, unless HB in strong position.
5. H is Scat.
6. F checks weak, then releases.
7. Y is Hot versus Sam and Mike dog on 34 defense (couple) and Sam dog on 43 defense.
8. Possible calls or adjustments:
 - a. Weak - F checks and stays in weak side.

II. PURE PASSES WITH A THREE STEP DROP

These passes are called using the 500 Series. This series falls into three basic categories; the basic 500 Series or 550 and 570. The outside receivers will run the 1, 2 routes, fade streak, or hitch.

A. 500 SERIES

1. A six man protection.
2. Three step drop.
3. F is aggressive on first outside linebacker to SE side.
4. H is Scat.
5. No Hot (All routes are considered possible Hots).
6. Possible Maggie to TE side.
7. Y releases.

B. 550 SERIES

1. A seven man protection.
2. Three step drop.
3. Split flow.
4. F is aggressive on first outside linebacker to the TE side, then into pattern.
5. H is aggressive on the first outside linebacker to the weakside, then into pattern.
6. No Hot.
7. Y releases into pattern.

C. 570 SERIES

1. A seven man protection.
2. Three step drop.
3. Full flow weak if both backs are in the backfield.
4. F is aggressive on the first outside linebacker to the weakside, then into pattern.
5. No Hot.
6. Y is aggressive on the end man on the L.O.S., then stays in and helps.

III. PLAY ACTION WITH FULL FLOW TO CALLED SIDE

Called by using three digits. The first number indicates type of protection and if one or both backs are blocking. The second and third numbers indicate the play to be faked. The third number also serves as an indicator as to the direction of the protection and fake. These passes fall into four categories. The 100's, 200's, 300's and 600's. Routes or patterns are called by name.

A. 100 PASSES - ONE BACK SCAT - Line blocks the play called.

1. Front side back is Scat.
2. Faking back blocks first outside linebacker.
3. Fake play indicated by second and third number.
4. Quarterback sets behind the front side Guard's inside leg.
5. Tight End to called side is Scat and if backside, check.

B. 200 PASSES - BOTH BACKS CHECK

Line slides away from the play called.

1. Both backs check before running flare controls.
2. Fake play indicated by second and third number.
3. Quarterback sets behind the front side Guard's inside leg.
4. Tight End is Scat.

C. 300 PASSES

Front side TE and one back checks. Line slides away from play fake (same as 200).

1. Front side TE checks E.M.O.L. and runs route called.
2. Backside TE (if any) is Scat.
3. Faking back blocks second linebacker from outside in.
4. Quarterback sets behind the front side Guard's inside leg.

D. 600 PASSES

Lead back is Scat - line slides away from the play called (same as 200 or 300).

1. TE is Scat.
2. Lead back is Scat and possible Hot vs. a couple of LB dogs to front side.
3. Faking back double checks front side.
4. Quarterback sets behind front side Guard's inside leg.

IV. PLAY ACTION WITH MIS-DIRECTION FLOW

Called by calling the intended play fake and then using the words "Waggle", "Boot" or "Naked" to indicate whether the Quarterback is pulling. Routes or patterns are called by name.

A. WAGGLES - (Used with a play fake)

1. Backs will fake the play called.
2. Both backs will check before running flare controls.
3. Quarterback will set up behind the inside leg of the Tackle opposite the fake and to the direction call.

B. FIRE WAGGLE - (No play fake)

1. Both backs check opposite the called side as in normal Waggle, but no play fake. No play fake number is called.
2. Both backs check to flare controls.
3. Quarterback runs short half sprint to inside leg of Tackle to called side.

C. NAKED

1. Backs will fake the play called.
2. The line will pull or influence to play fake side and not go downfield.
3. Quarterback fakes the play called and breaks contain opposite the play fake.
4. Quarterback has the option to run or throw.
5. TE to sprint side will hide, strike, slam or run route. TE away from sprint side runs over.

D. BOOTS

1. Backs will fake the play called.
2. The line will pull or influence to play fake side. Backside Guard pulls to sprint outside.
3. Quarterback fakes the play called and breaks contain away from play fake side.
4. Quarterback has the option to run or throw.
5. Tight End to sprint side will hide, slam or run route. TE away from sprint side runs over.

V. MISCELLANEOUS PROTECTIONS

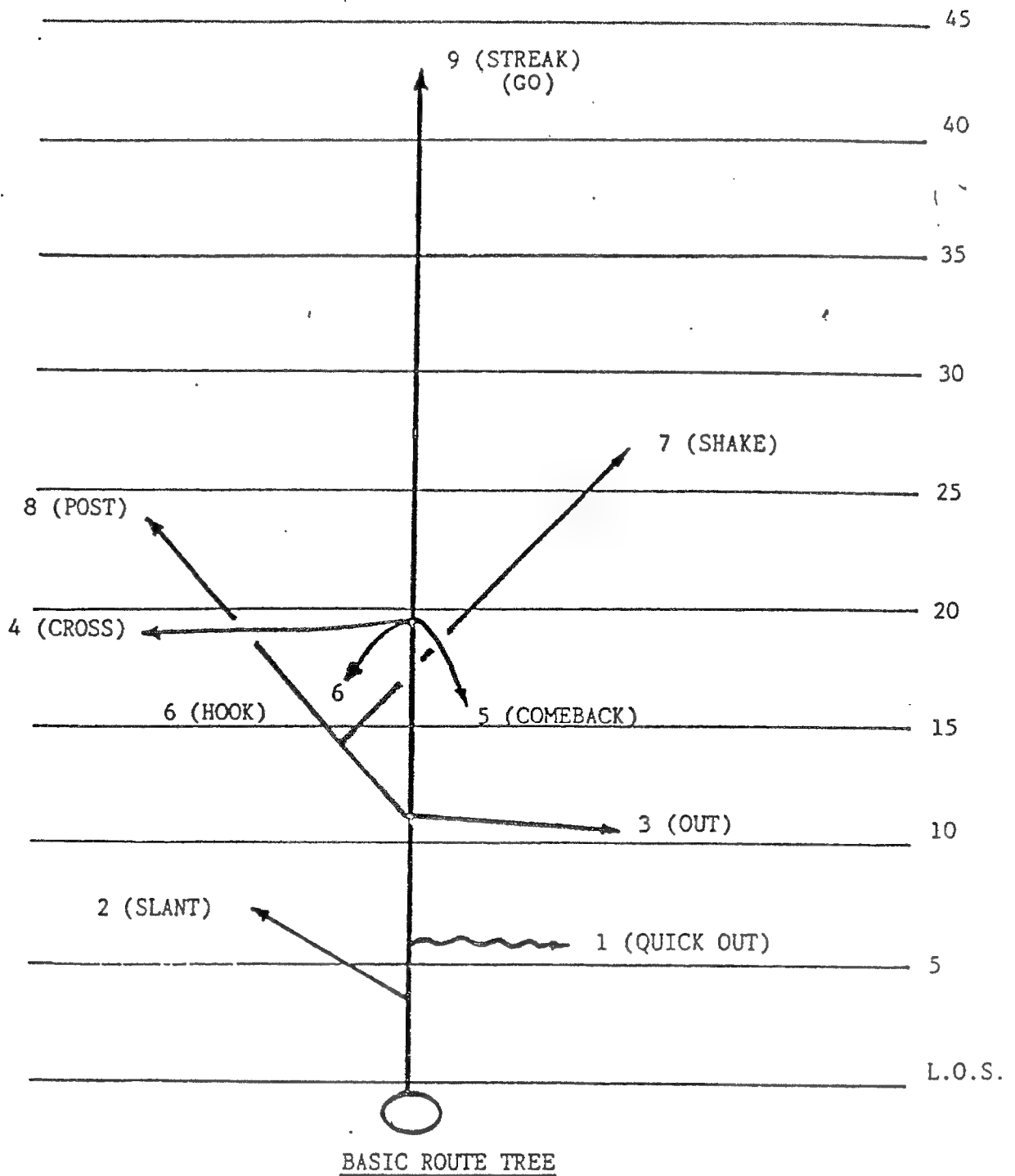
A. DASH

1. Basic split flow.
2. Front side back checks outside linebacker blitz and then seal man on front side Tackle.
3. Backside back check backside linebacker dog, run pattern.
4. Quarterback drops straight back to 5 steps, settles slightly, then rolls out to the called side.

B. SPRINT

1. Full flow to called side.
2. First back blocks end man on L.O.S. and second back can clean up.
3. Quarterback full sprint to play side. Break contain if possible.

WIDE RECEIVER ROUTES

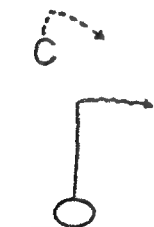


These are numbered routes that also have names (on all diagrams assume receiver is on the right side).

NUMBERED ROUTE DESCRIPTION

ONE (QUICK OUT)

Six yard route run from the outside edge of the numbers. Versus an off corner, work straight up the field if he is inside and to his outside hip if he is in an outside technique. Break sharply at six yards to the outside working back slightly toward the L.O.S., relaxing so you don't catch the ball and end up running out of bounds. Get your head around quickly. Versus tough corners, run a sink or fade streak.



Vs OFF
INSIDE
MAN



Vs OFF
OUTSIDE MAN
OR ZONE



Vs BUMP



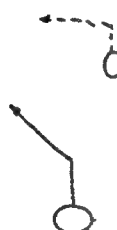
Vs ROLL

TWO (SLANT)

A three or four step route depending on which foot is back in your stance. If the outside foot is back, break off of the third step. If the inside foot is back, break off of the fourth step. This should put you at a depth of four yards. If the corner is off, do not be too concerned with his technique. Versus a tough corner technique, stay on the slant. In this situation your route cannot be stepped out. Work to set up the corner, then release quickly across his face looking quickly for the ball. Establish a path for the QB as soon as possible after your release.



Vs OFF
INSIDE MAN



Vs OFF
OUTSIDE MAN
OR ZONE



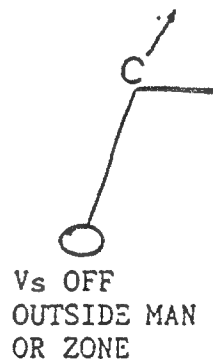
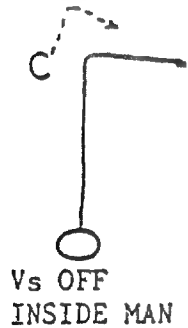
Vs BUMP



Vs ROLL

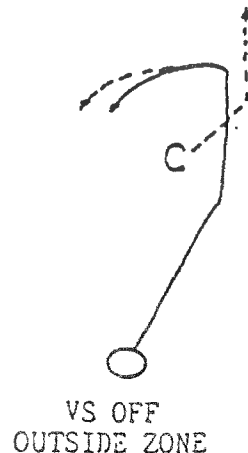
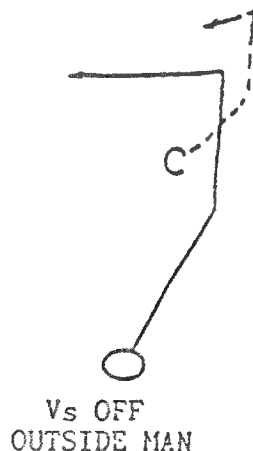
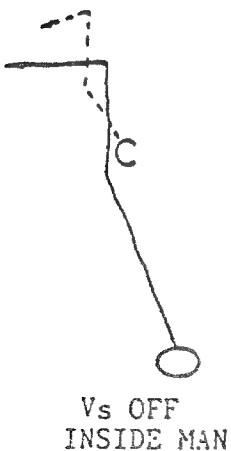
THREE (OUT)

A twelve yard out run from the outside edge of the number. Versus an off inside technique, run straight up the field and break sharply at 12 yards toward the boundary working slightly back toward the line of scrimmage. Versus an off outside technique, work toward the corners outside hip on your release and approach. Run out of your cut. Versus any tough technique, run a sink or fade streak.



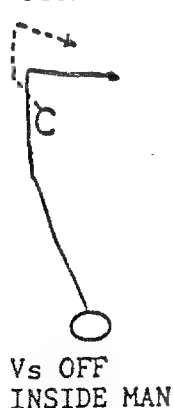
FOUR (CROSS)

Basically a "square in" type of route run from a wide split. Versus off corner techniques, work into the technique. If the corner is off and outside, release toward his outside hip to widen and stretch the coverage. At approximately 10 to 12 yards accelerate up field to 18 yards. By this time you should have decided if it is man or zone. Versus a zone sweep out of the cut to work around the underneath coverage and work back to the QB in the first void. If it was an outside man technique, break and run square across the field ready to work back toward the line of scrimmage for the throw. Versus an off inside technique release toward the defenders inside hip. At approximately 10 to 12 yards accelerate up the field to 18 yards and break square across the field. Versus a tough corner technique, take the best available release to get into the secondary. If the defender uses a roll technique, think zone. Release inside, widen, then at 18 yards hook and look for void. Versus Bump technique, think man. Release outside and spend time near the top of the route to shake the defender. At 18 yards break square across the field.



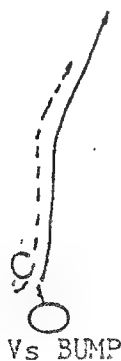
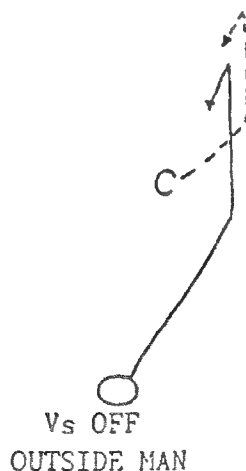
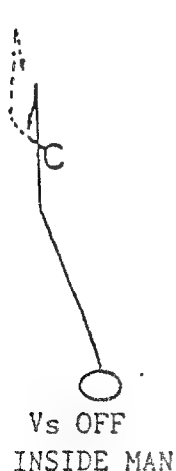
FIVE (COMEBACK)

Basically an 18 yard outside breaking route run from the outside edge of the numbers. Versus an off technique save yourself a little speed as you work up the field. Versus an off outside technique, widen the defender as you approach him and at approximately 12 yards burst straight up the field selling the defender on the feeling you are going deep. At 18 yards stop and break back toward the line of scrimmage to the outside. Versus an inside technique, work into the technique saving some speed, then at 12 yards burst straight up the field. At 18 yards break sharply to the outside but only slightly back toward the line of scrimmage. Versus a tough corner technique, fade or sink to the streak adjustment.



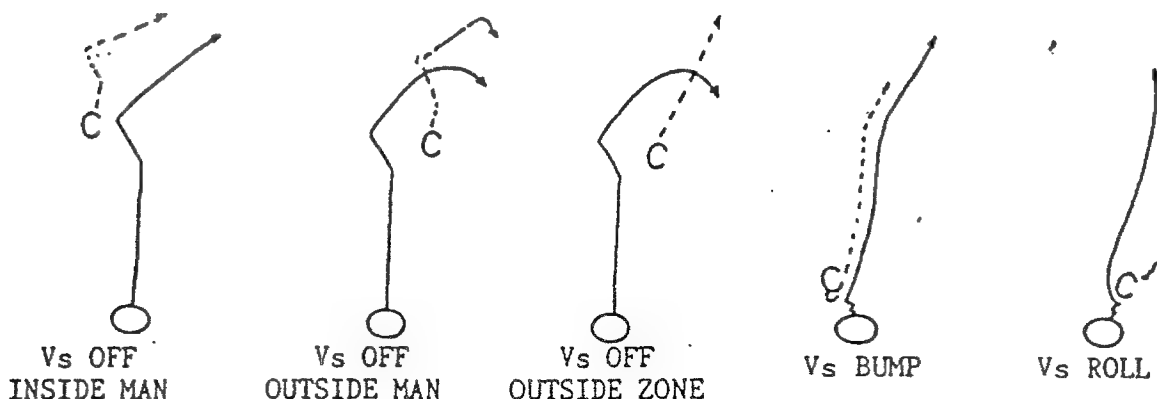
SIX (HOOK)

Another 18 yard route but breaking to the inside and back to the QB. Alignment is outside edge of the numbers. As in the 5 cut, save a little speed as you approach the defender. Versus an off outside technique, widen the defender, burst up the field and break out of the route at 18 yards. Versus outside zone sweep around the first underneath coverage working back to the QB. Versus outside man, break straight back to the quarterback. Versus off inside man work into the technique, burst to 18 yards and break sharply back to the quarterback. Be ready here for a slightly outside throw. Versus a tough corner technique, run a sink or fade streak adjustment.

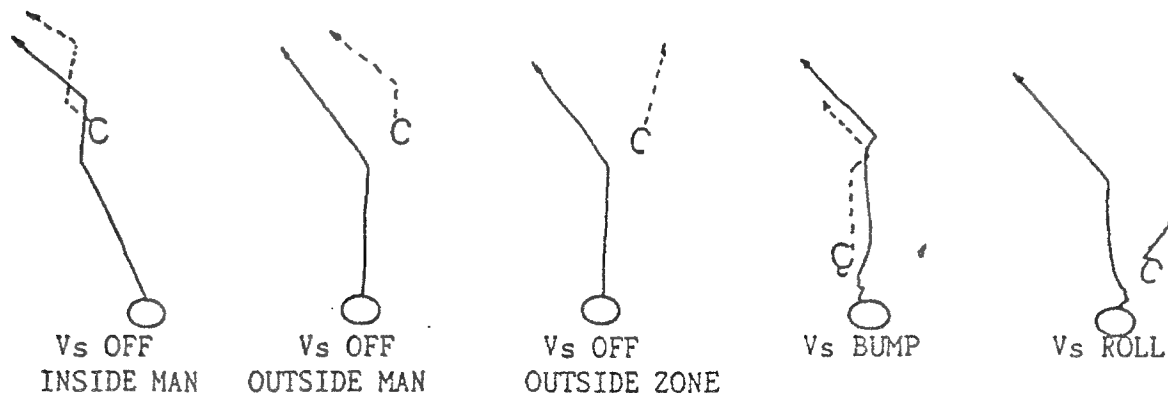


SEVEN (SHAKE)

Basic alignment is on the outside edge of the number. Work up the field to 14 or 15 yards. Do not work into the technique of an off corner. At 14 to 15 yards break off the outside foot for three steps. Look back to the quarterback during these steps. On the third step of the move, plant the inside foot and break at a 45° angle toward the side line. If the corner is outside after the final cut, bend your route more to the outside. If the corner was inside after the final cut, stay on the 45° angle to the outside and adjust to the throw. Versus tough corner technique, run sink or fade streak adjustment.

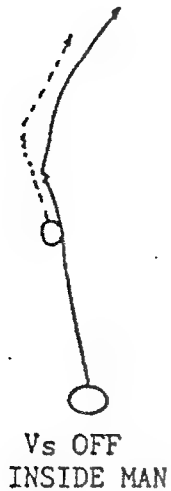
EIGHT (POST)

Alignment will vary depending on the play. Versus off outside technique work straight up the field to approximately 12 to 14 yards and break toward the middle of the field. Versus an off inside technique work to beat the defender up the middle of the field. Work into his technique, then straighten him up with a burst before breaking toward the post. Try to work across the defenders face if possible, but if he is on or near the same level as you when you need to break, you may go behind him. Versus tough corner technique, work to beat the defender at the line of scrimmage. If he is in a bump technique, work to beat him up the middle. If he is in a roll technique, work to clear the middle third.



NINE (STREAK)

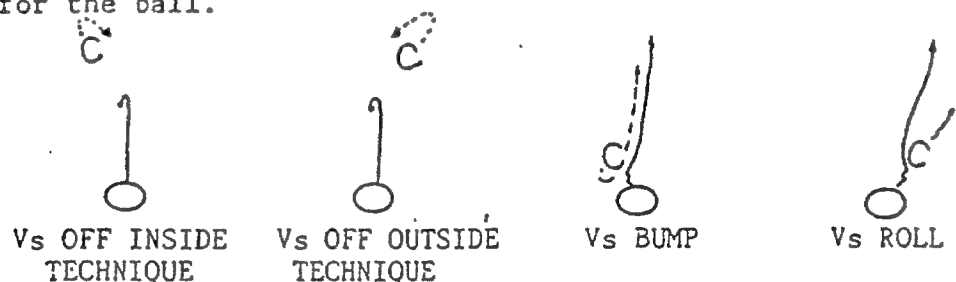
Run from the outside edge of the numbers. Work into the technique. If corner is off and outside, work to the outside hip. If he is off and inside, work to the inside hip. Work to keep the defender in his back pedal as long as possible. Save yourself a little speed so you may have a little acceleration left when you are ready to go by. If the defender was off and outside you will most likely have to go by him inside. If he was in an off inside technique you will have to go by him to the outside. This is not a speed route until you are ready to run by him. Your advantage is gained by having him in his back pedal as you make your move. Versus corners in a bump technique, beat the defender at the line of scrimmage. Once you have gotten by him, continue straight up the field until the ball makes you drift to the outside. Versus a roll technique, beat the defender off the line to the inside and then start to drift back to the outside as you gain depth. Remember that the reception spot will always be four to five yards from the sideline and about 45 yards deep.



NON-NUMBERED ROUTE DESCRIPTION

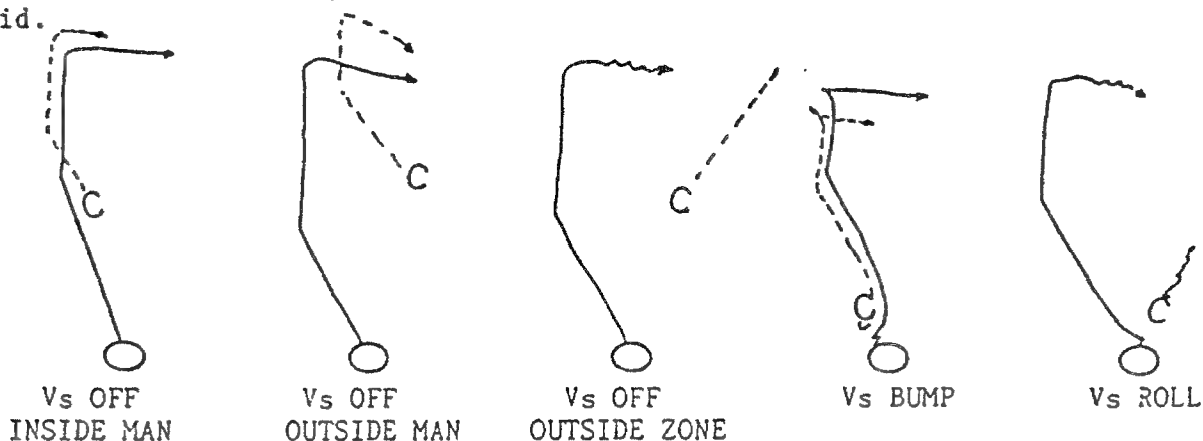
HITCH

Line up 6 to 8 yards from the boundary. If the corner is in an off position, run straight up the field and stop quickly at 6 yards deep from your alignment. If the corner is in a tough position, sink or fade to a streak looking quickly for the ball.



FLAG

A deep route working from inside out at 20 yards. Line up in a relatively tight position. Release inside to the area of the hash mark then straighten up to 20 yards. At 20, break toward the boundary back to the side you started from. Versus man, stay on the move. Versus zone, slow up and look for a void.



HOOK & GO

Work up the field to 15 yards deep. Make a definite hook move, looking back to see the QB, then turning straight back up the field. Route adjustments, if any, will be dictated by play design.



OUT AND UP

Work straight up the field to 12 yards. You do not have to work into the technique but need to make mental note of whether he was inside or outside as you break. Break out at 12 yards using a three step move. If defender was in an outside technique, be ready to work back inside of him as you turn up. During your three step move to the outside look back over your outside shoulder until you can see the quarterback. Then plant your outside foot and break as sharply up the field as possible, being ready to avoid the defender as you break. Versus a roll corner technique, turn your route into a sink streak.



VS ANY OFF
TECHNIQUE



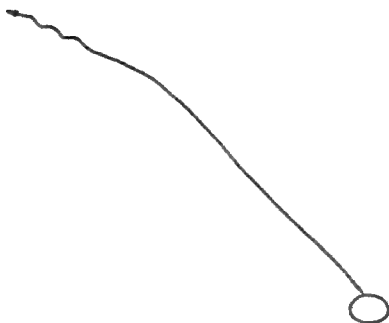
VS BUMP
TECHNIQUE



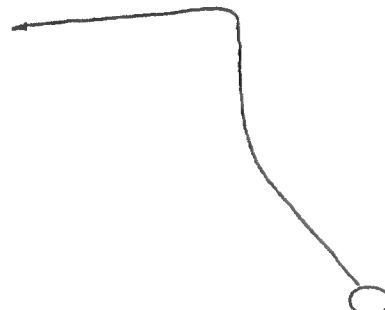
VS ROLL
TECHNIQUE

OVER

Run from a tight alignment. Versus any zone coverage after gaining a little depth while working to the inside, aim toward a depth of 20 yards on the far side number. Versus man coverage, straighten up in the mid-field area then break square across the field at 15 to 18 yards deep.



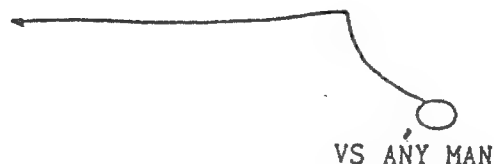
VS ANY ZONE



VS ANY MAN

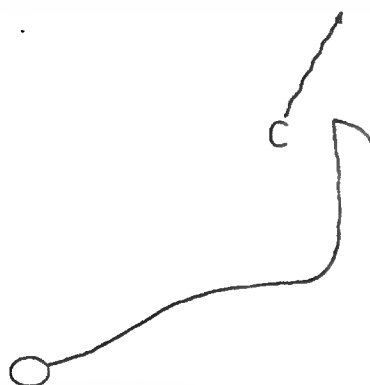
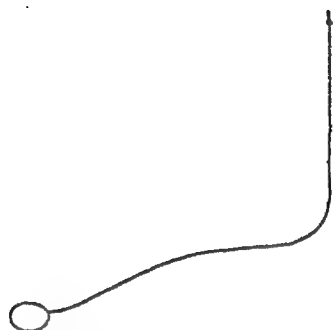
SNEAK

Also run from a tight alignment. This is a shallow crossing route. Versus zones, work for 6 yards of depth on the far side of the field. Once you approach the area of the numbers, you may gear it down but don't stop. Versus any man, work up the field to 6 yards then break sharply across the field.



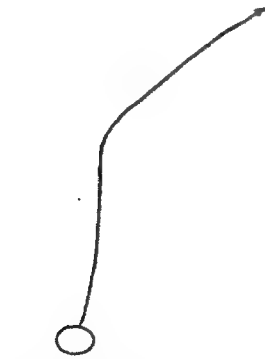
SWING

Run from a tight alignment. Start in the flat until you pass the field numbers or the alignment of a wide receiver if there was one. Then turn up the field. If the deep outside zone is covered as you look upfield, break to a comeback at 15 yards. Versus man, continue up the field.

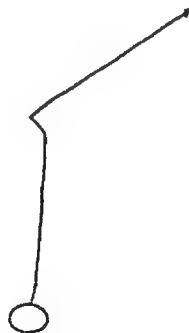


BENCH

A deep inside out route usually run as a compliment to other routes that are run outside. After the release, work straight up field to about 12 yards. Versus zones, bend to the outside and run at a 45° angle toward the boundary and aiming for 25 yards of depth. Versus man coverages, take time to set up and beat the defender covering you using a one or three step move. After the move stay on a 45° path until the ball is thrown.



VS ANY ZONE



VS ANY MAN

PIVOT

A route run from a split position. The split on this route is very important. If the ball is in the middle of the field line up one yard outside the number. Your alignment relative to the ball should remain consistent. If the ball is two yards off center to your side, then you should line up two yards wider or 3 yards outside the number. The route versus all off techniques will look the same. Run a straight line from your starting spot to a spot 12 yards deep, and three yards inside. At that spot stop quickly, turning to the inside. As you look back to the quarterback, if the ball has not been thrown, drift inside or outside to the most open area. Versus any tough corner, run a fade streak.



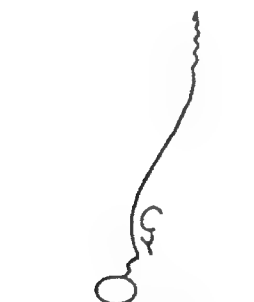
VS ANY OFF TECHNIQUE



VS ANY TOUGH CORNER TECHNIQUE

IDLE

A route used exclusively versus a roll corner zone. May be used as an adjustment for other routes. Sink or fade to clear the corner, then accelerate to about 14 yards. At that point, slow up and work the area behind the corner. Position yourself about 4 yards from the boundary.



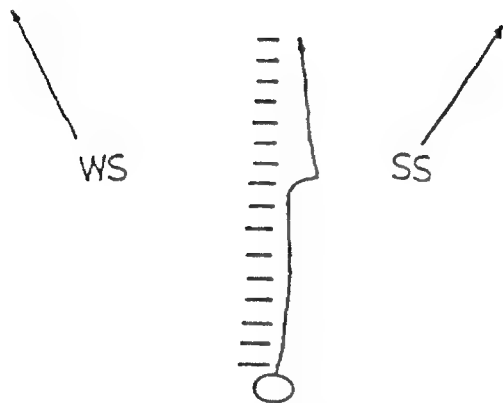
VS ROLL CORNER
THAT TAKES AWAY
THE OUTSIDE



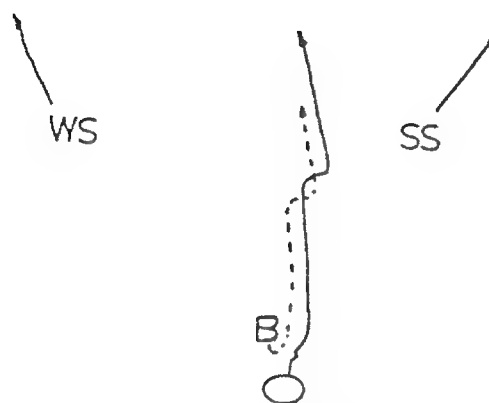
VS ROLL CORNER
THAT DOES NOT TAKE
AWAY THE OUTSIDE

MIDDLE

A route run by an inside receiver versus Cover 2 or 2 Man in our numbered patterns when we are reading the middle of the field. After your release, work to the area just outside of the hash mark your side. At 10 to 12 yards give an outside head and shoulders fake as you chop up and step to the outside (hint). After the fake, turn straight back upfield looking over the inside shoulder. Try to remain on or near the hash to your side.



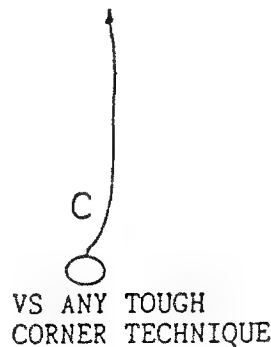
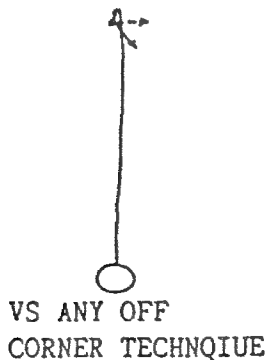
VS COVER 2
2



VS COVER 2
2

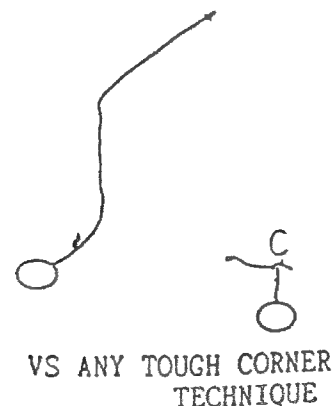
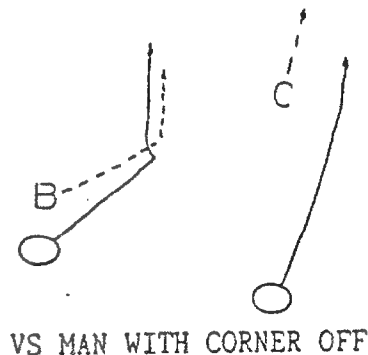
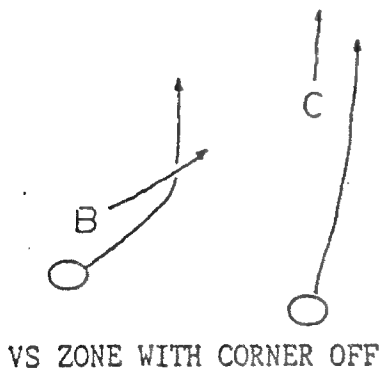
HINGE

Another route run by a split receiver. Your alignment is 5 to 6 yards from the boundary. Versus any off technique, run straight up the field over your position to 13 yards. At that point stop quickly, turning to the inside. Be ready for a throw that is slightly outside of you. It is important that you do not hook or bend this route to the inside. Stop in your tracks. Versus any tough corner technique, run a fade streak.



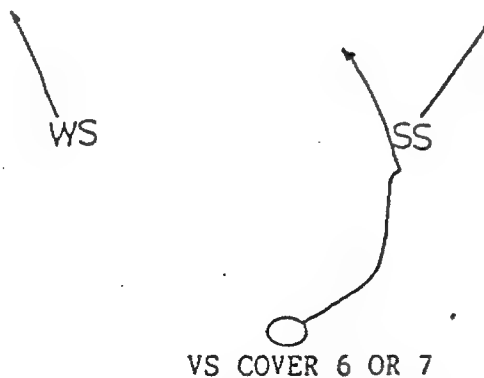
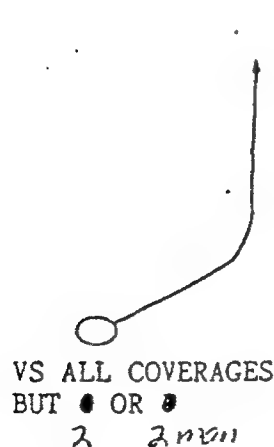
SEAM

A route run from a tight or close position. This is also a route that changes based on the position of the defender on the receiver positioned outside of the seam route. If the outside defender is off, the seam runner runs the true seam route. Release outside at a 45° angle toward the numbers. Just inside the numbers, turn straight up the field looking over the inside shoulder. Maintain that straight path until the ball is thrown. Versus man coverages, try to work for an inside position if possible. If the outside defender is in a tough position, or kicks to a tough position after the snap, turn your route into a bench as soon as possible.



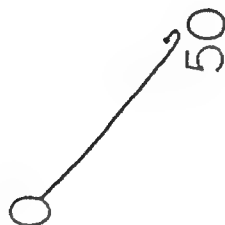
UP

Also run from a tight or close position. Versus any coverage other than Cover 2 or 2 Man the route will look like the seam described above. Take an outside release and run at a 45° angle toward the number. Turn straight upfield just inside the number and look for the throw. Versus Covers 2 and 2 Man don't work for quite so much width and at about 10 to 12 yards give the QB an outside hint and run a post.



STOP

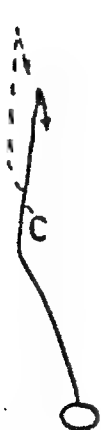
Generally used as a flare control. A simple route with no adjustments run by an inside receiver. After releasing, run a straight line to the inside edge of the number to your side and stop quickly looking back to the inside. Work for about 8 yards of depth. If on far hash, run 3-4 yards inside of numbers.



VS ALL COVERAGES
AND TECHNIQUES

DEEP

A route run by a split or wide receiver. This route is very much like a comeback but is deeper. Also, this route does not go to a streak versus a tough corner. Versus an off inside technique, work into the technique, run the defender to 25 yards deep and work back to the QB turning outside. Versus an off outside technique, work into the technique, run the defender to 25 yards deep and break back down the boundary. Versus a bump technique, release and run the defender to 25 yards, stop, and come back toward the line of scrimmage - breaking to the outside. Versus a roll technique, release inside, sprint up the boundary and if it is zone, just stop at 25 yards, turning inside.



VERSUS OFF
INSIDE TECH.



VERSUS OFF
OUTSIDE TECH.



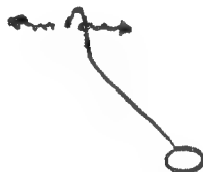
VERSUS BUMP
TECHNIQUE



VERSUS ROLL
TECHNIQUE

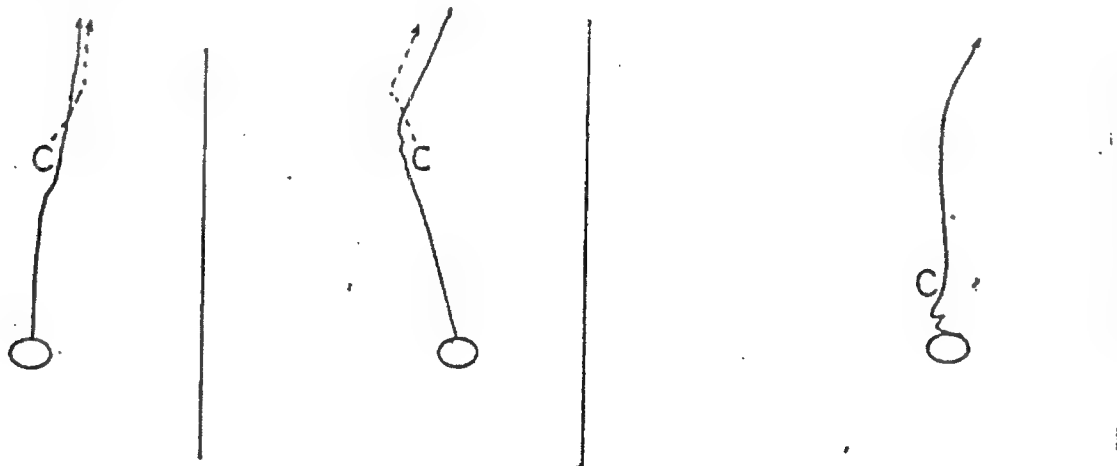
SIT

A route run by an inside receiver. This is a simple route with very little adjustment. Take an inside release and work to an area over the ball and 6 to 8 yards deep. At that point, hook inside and drift to get open.



GO

The "GO" route is basically a streak. The only difference is the streak is run from the numbers and the GO is run from a maximum split. The techniques are the same as far as the way the wide receiver approaches and beats a technique of the defender.



SNAG

The word snag came from the words sneak and drag. It is a pre-determined route with very little route adjustment. Start inside as if you were running a sneak. As you work inside gain about 4 to 5 yards of depth. After running inside for approximately 7 to 8 yards, stop, turn toward the QB and break back to the outside staying at about 6 yards deep. Versus man coverages stay on the move. Versus zone coverages be ready to slow down and drift in the first void outside of your breaking spot.



LAT OR DRAG

his route is called a Flat if run by a back or wide receiver and a Drag if run by a tight end. Another simple route generally used as a flare control. Take an outside release toward the boundary gaining a little depth as you go. Aim for a spot 6 yards deep near the boundary. No adjustments versus coverage or technique.



DRAG FROM TE POSITION



FLAT FROM BACK OR
WIDE OUT OFF THE LOS



FLAT FROM MOTION
POSITION

STUTTER

This is basically a route run by a wide or split out receiver. It is simply a streak with a hesitation (series of short choppy steps) at about twelve yards into the route. Run into the technique the same as a Streak or Go and at 12 yards shift the body weight slightly upward while slowing and chopping the feet as if you are going to make a cut to a Hook or Out. After the Stutter move, accelerate to go by the defender.

Versus a bump technique, use the same technique at about the same depth.



VERSUS OUTSIDE
OFF TECHNIQUE



VERSUS OFF
INSIDE TECHNIQUE

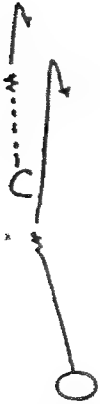


VERSUS BUMP
TECHNIQUE

SIDELINE

The Sideline is a Comeback with a Stutter move. This route is run by a split or wide receiver. Work into the technique as in the normal Comeback (5 cut) and at about 12 yards raise your body weight slightly as you chop your feet (Stutter) as if you are about to break out of the stem of your route. After the Stutter move, accelerate as if you are running a Streak - then break at 18 yards the same as a Comeback.

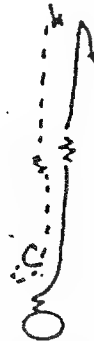
Versus a bump, release and use the same Stutter move, accelerate and then break as you would a Comeback Lock. Versus a roll zone, run an idle.



VS. INSIDE
OFF TECHNIQUE



VS. OUTSIDE
OFF TECHNIQUE



VS. BUMP
TECHNIQUE

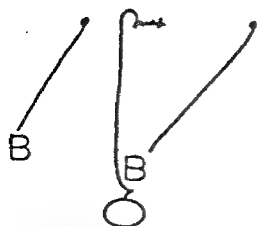


VS. ROLL
ZONE

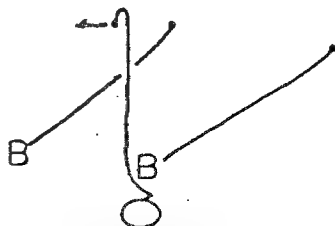
OPTION

A route run by a receiver in a tight or close position. It is also the basic route in our option package. After your release, work straight up the field over your position. As you run up field, find out as soon as possible whether the defense you are beating is a man or a zone. If the defense is a zone, be ready to hook in or out opposite the nearest defender. The top of the route should be no deeper than 12 yards but feel free to stop as short as 8 yards deep if you are open. Versus zones, if you have turned the wrong way or if the defender starts to cover you, be ready to drift to the open area.

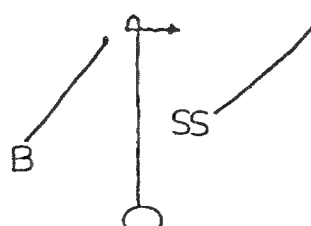
Versus man coverage, break at no deeper than 12 yards opposite the technique of the defender playing you man. If the defender is in a bump technique and even with you, nudge him with a bent elbow and break opposite his pressure. If the defender is trailing you, break back to the side where he was last seen. Versus double coverage, hook to the inside and come back to the QB.



VS ZONE WITH
INSIDE PRESSURE



VS ZONE WITH
OUTSIDE PRESSURE



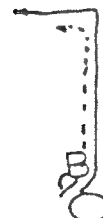
VS ZONE WHERE RECEIVER
TURNED THE WRONG WAY
AND DRIFTED OPEN



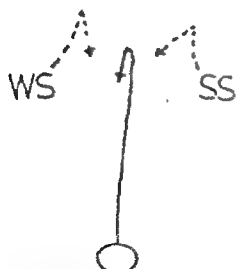
VS OFF MAN OUTSIDE
TECHNIQUE



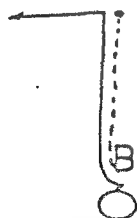
VS OFF MAN INSIDE
TECHNIQUE



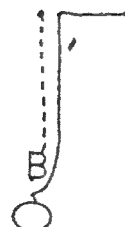
VS BUMP WITH A
TRAIL TECHNIQUE



VS DOUBLE COVERAGE



VS TIGHT MAN WITH
OUTSIDE TECHNIQUE



VS TIGHT MAN WITH
INSIDE TECHNIQUE

SMASH

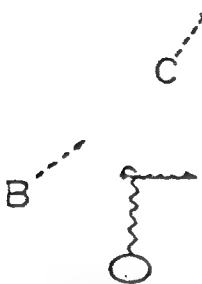
A route run by an outside receiver. If the defender is in an off coverage, jog slowly up the field to 6 yards deep. As you go see as much as you can to determine if it is man or zone. If the coverage is zone stop at 6 yards and if the ball has not been thrown drift to the outside. If a shallow defender is about to over-run your position you can move inside as many as four steps. Keep in mind, if the coverage is zone work to find the nearest void at 6 yards deep from the boundary to four steps inside of your alignment.

If the corner is off and the coverage reads as a man you must break and stay on the move. If the defender in front of you is in an outside technique be ready to break inside at six yards deep but keep in mind that an outside technique means inside help. Find his help. If it is deep, break inside and keep going. If his help is shallow or driving to you, set it up with a four step move and then loop and break back to the outside staying at 6 yards deep.

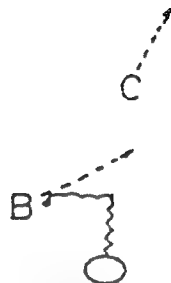
If the corner is in a bump technique, come off the ball aggressively and put your head inside of the defenders head. Pop him and try to drive him up the field to 6 yards deep. At that point, if you can get inside of him, break and keep going. If you can't get inside of him and he is still on you, push inside, nudge him with a bent elbow and break back outside pushing with what was the original outside shoulder.

If the corner is in a roll technique, you still need to come off the ball placing your head inside. Push on him up to 6 yards. If he drops off of you as our inside receiver starts to get depth, take two steps inside and stop. From this position you can drift to stay in the nearest void.

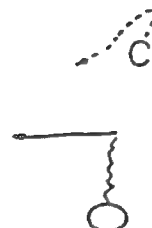
Versus zones, catch the ball and turn straight up the field.



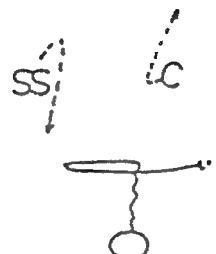
VS THREE DEEP ZONE
WITH OUTSIDE FLAT
AREA OPEN



VS THREE DEEP ZONE
WITH DEFENDER RUNNING
TO FLAT



VS OFF OUTSIDE
MAN TECHNIQUE
WITH NO SHALLOW
HELP



VS OFF OUTSIDE
MAN TECHNIQUE
WITH QUICK
INSIDE HELP



VS BUMP TECHNIQUE
THAT REC. CAN
GET INSIDE OF



VS BUMP TECHNIQUE
THAT REC. CAN'T
GET INSIDE OF



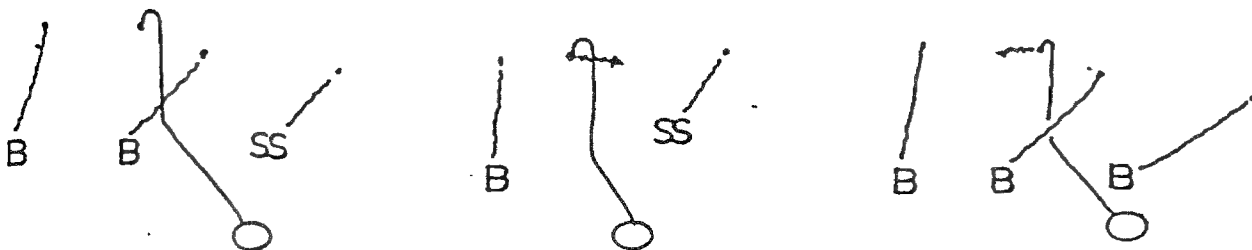
VS ROLL TECHNIQUE

CHOICE

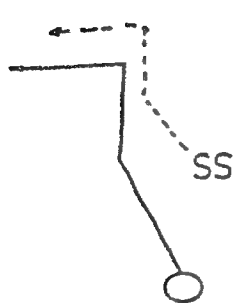
This route can be run from a tight or split position. From your alignment start inside at a 45° angle. Determine as soon as possible if the defense is a man or zone. Versus a zone, turn up in the first void and work to a maximum depth of 14 yards. At or before 14 yards hook to the inside and then drift if necessary to the open area. Unlike the option route, you must always turn to the inside.

Versus man coverage, you release inside at the same 45° angle as versus zones. At approximately eight yards straighten up to determine if the defensive technique is inside or outside. Versus an outside technique, break to the inside at 12 to 14 yards. Versus inside technique, hook to the inside and break back to the outside.

Versus any bump coverage, treat it like any man if the defender is on or near the same level you are on at the breaking point. If he is in a trail technique, be ready to loop to the inside and break back to the outside.



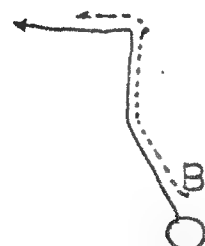
EXAMPLES VERSUS ZONE COVERAGES



VERSUS OFF OUTSIDE MAN



VERSUS OFF INSIDE MAN



VERSUS BUMP OUTSIDE
TECHNIQUE

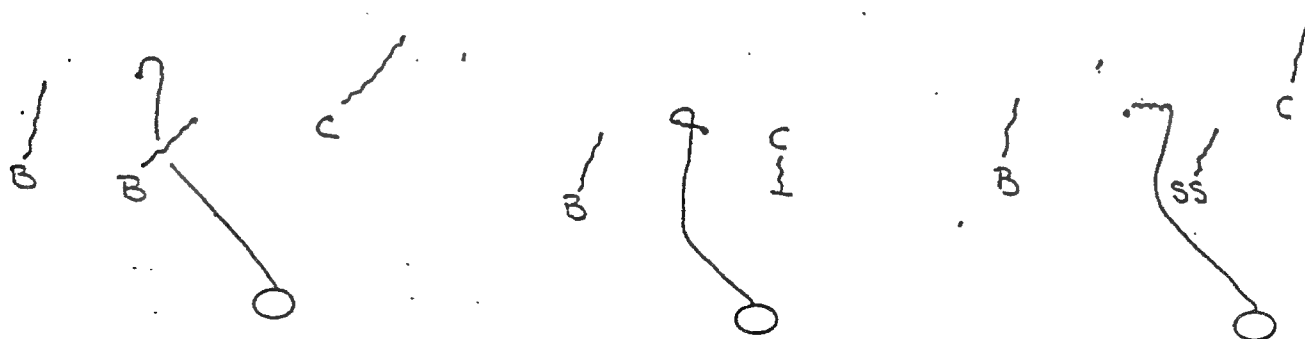


VERSUS BUMP WITH TRAIL
TECHNIQUE

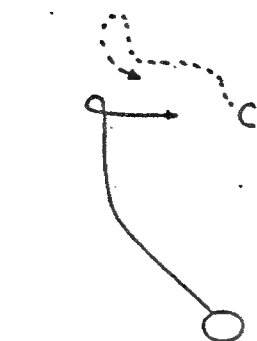
CHOOSE

This is a route run by an outside receiver from a split position. The alignment should be the same as that of the Choice. This route is the same as a Choice but with no option to break inside. Start in at a 45 degree angle. Determine as soon as possible if the defense is zone or man. Versus zone, turn up in the first void and work to a maximum depth of 14 yards. At or before 14 yards, hook to the inside and then drift if necessary to the open area.

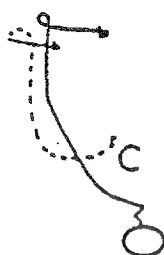
Versus man coverage, turn inside as if to hook then loop back to the outside and run parallel to the line of scrimmage at the same depth as the hook move. Because the Quarterback knows you're going outside - you may take as many as 4 steps inside before breaking outside.



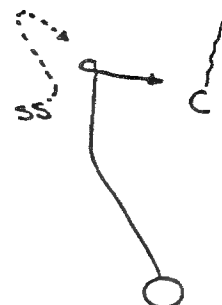
EXAMPLES VS. ZONE COVERAGES



OUTSIDE TECH.



BUMP TECH.



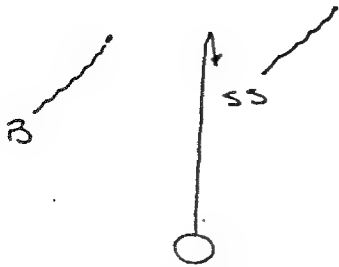
INSIDE TECH.

EXAMPLES VS. MAN COVERAGES

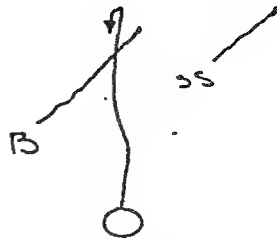
TURN

The Turn is a route run by an inside receiver. The alignment should be the same as that of the Option. As in running the Option, run straight up the field over your position. As you run up the field, determine if the defense is zone or man. Versus zone, turn quickly opposite the nearest defender and work back down your stem toward the L.O.S.

Versus man, you may turn either way you feel most comfortable with and work back down the stem as you work away from the defender. The top of the route should be between 8 and 12 yards deep depending on the down, distance and situation.



VS ZONE



VS ZONE



VS MAN
OUTSIDE
TECHNIQUE



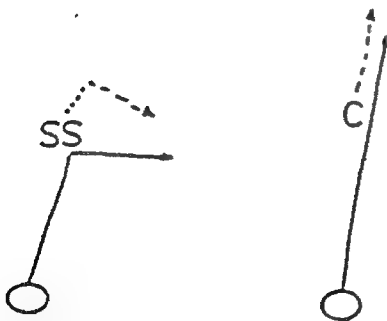
VS BUMP

CORNER

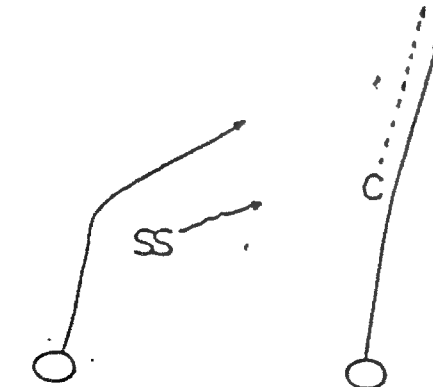
This is a route run by an inside or tight receiver. The route adjustments on this route are determined by the position of the defender on the wide receiver to the corner route side.

If the widest defender is in an off position, you run an out versus any man coverage - breaking at 12 yards deep, or a bench route if the coverage is a zone. On this zone cut, work to get behind the underneath coverage.

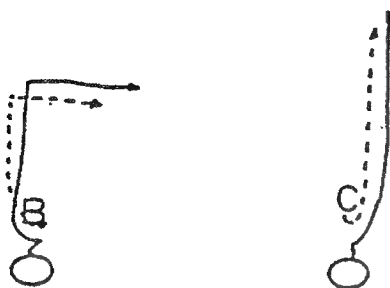
If the widest defender is in a tough position, or kicks to a tough position after the snap, you run an out versus any man or a turn out versus any zone. On a turn out, work to get open off of the underneath coverage.



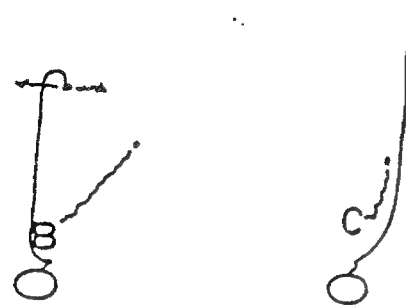
VERSUS MAN WITH CORNER OFF



VERSUS ZONE WITH CORNER OFF



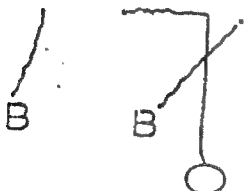
VERSUS MAN WITH CORNER TOUGH



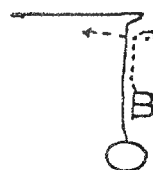
VERSUS ZONE WITH CORNER TOUGH

IN

A route run by an inside receiver. After your release, work straight up field over your position to a depth of 12 yards. Versus zone coverages, break inside and drift to the first void. Versus man coverages, break sharply inside and stay on the move. At the breaking point versus man coverages you may make a strong outside head and shoulder fake before breaking inside.



VERSUS ZONE



VERSUS MAN

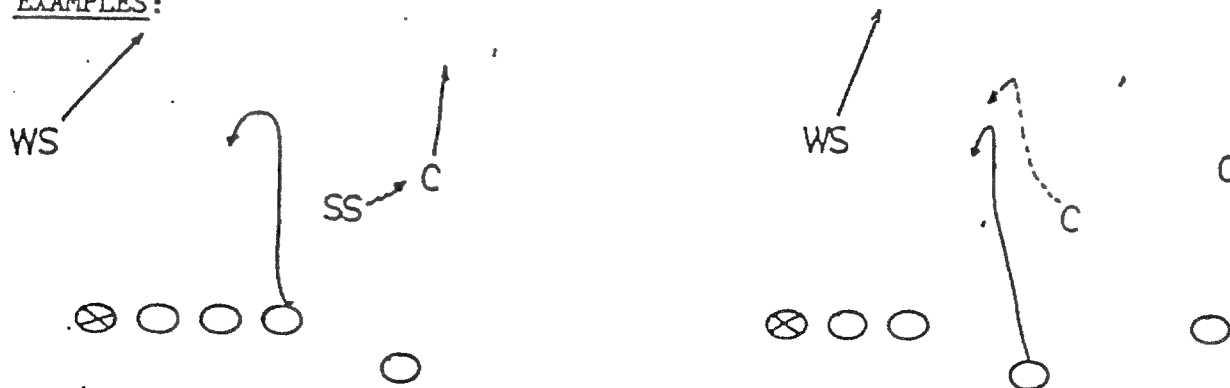
comp - CFS

MIDDLE READ

The middle read is basically used in conjunction with our numbered patterns. The designated inside receiver will read the two safeties for coverage as he releases. He has a group of routes that will give him the flexibility to work himself to the best position versus the various coverages he might see most often.

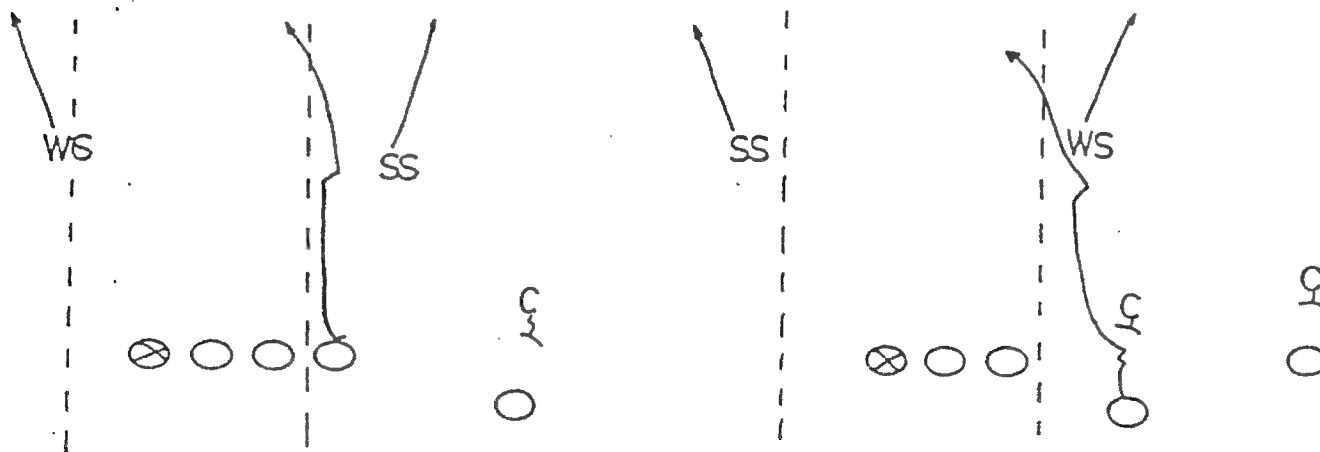
The basic pattern is the Hook. This route will be run any time there is a defender in a position to cover the middle of the field. Examples would be any form of Covers 1, 3 or 4 or in man coverages when the defender playing him has a cushion to protect the middle.

EXAMPLES:



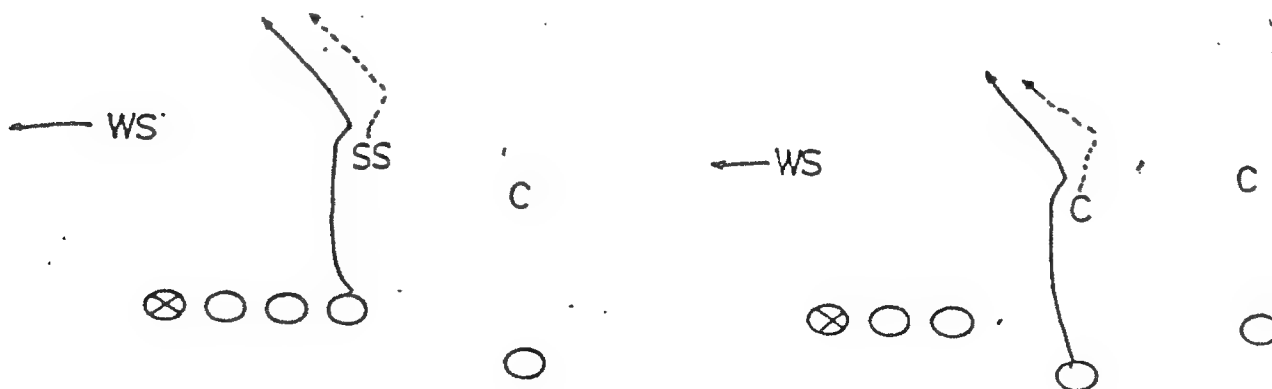
Versus splitting safeties (Covers 2 and 2 Man), the inside receiver runs a middle route. He should make his outside move (hint) no deeper than 12 yards to indicate to the QB that he has read the coverage as a two deep. It is important that the receiver not run up the middle of the field. He should leave the middle of the field open so the QB can drop the ball in the open area. The receiver should be ready to adjust himself to make the catch. The catch should be made 20 yards down the field.

EXAMPLES:



Versus weak combo coverages (Cover 5) or coverages in which the opposite safety is in coverage on another receiver on the opposite side of the formation, the inside receiver has the freedom to run a Post or Hook. If the middle of the field is open on these coverages the receiver should take the Post unless the defender playing him has a cushion, in which case he should Hook. It is important that the receiver give the QB a hint if he is going to run the Post.

EXAMPLES:



Versus any strong combo (Covers 6,7,8) the middle receiver has the option to run a Hook, Hook and Go, or Post depending on technique, coverage type and/or cushion.

If the defender working over to the inside receiver has a cushion, the receiver should run a Hook.

EXAMPLES:

COVER 6

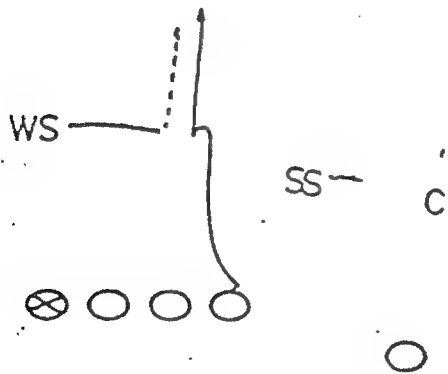
COVER 8



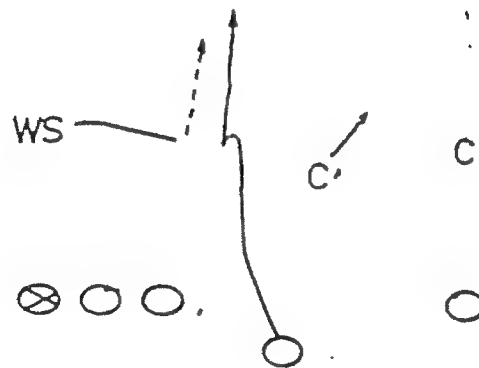
If the defender working over to the inside receiver is on or near the same plane at the break, the receiver should run a Hook and Go.

EXAMPLES:

COVER 6

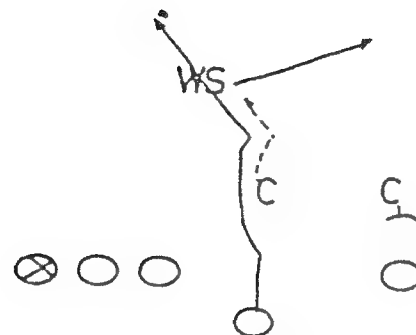
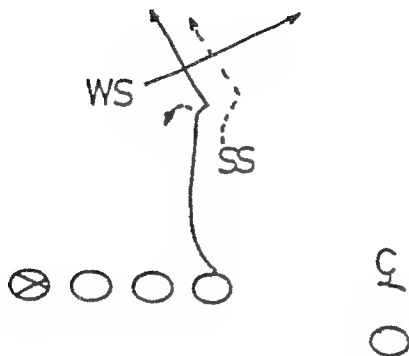


COVER 6 or 7



If the far defender is working over but goes over the top toward the outside receiver, the receiver should run a Post unless the defender playing him man has a cushion, in which case he should run a Hook.

EXAMPLES:



NUMBERED PATTERNS

The numbered patterns are broken down into two categories:

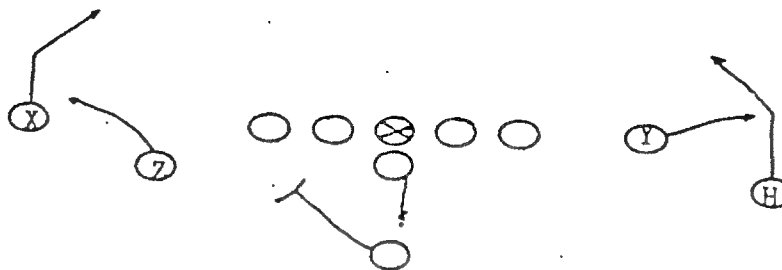
- A. The low numbers (1 and 2) which are basically used in the 500 Series.
- B. The higher numbers (3, 5, 6, 7 and 9) which are used in the 5 or 7 Step Drop Series.

The selected patterns are numbered for simplicity and to give us the ability to audible to them at the line. In most cases these patterns are also named so they may be called in conjunction with play action passes.

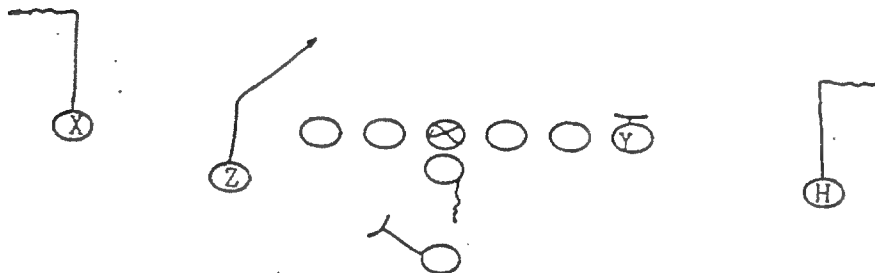
LOW NUMBERED PATTERNS

The low numbered patterns (1 and 2), as mentioned above, are used in conjunction with our 500 Series. The outside receivers both run the route indicated by the pattern number and the inside receiver will run the route called for him or a route learned by game plan.

EXAMPLES OF LOW NUMBERED PATTERNS:



(FLUSH) 2 FLIP WIDE - 502 Y AND Z FLAT



2 FLIP WIDE - 571 Z SLANT

HIGHER NUMBERED PATTERNS

Each of these patterns (3, 5, 6, 7 and 9) will be called in conjunction with a 5 or 7 Step Drop Series. All of these patterns are three man patterns.

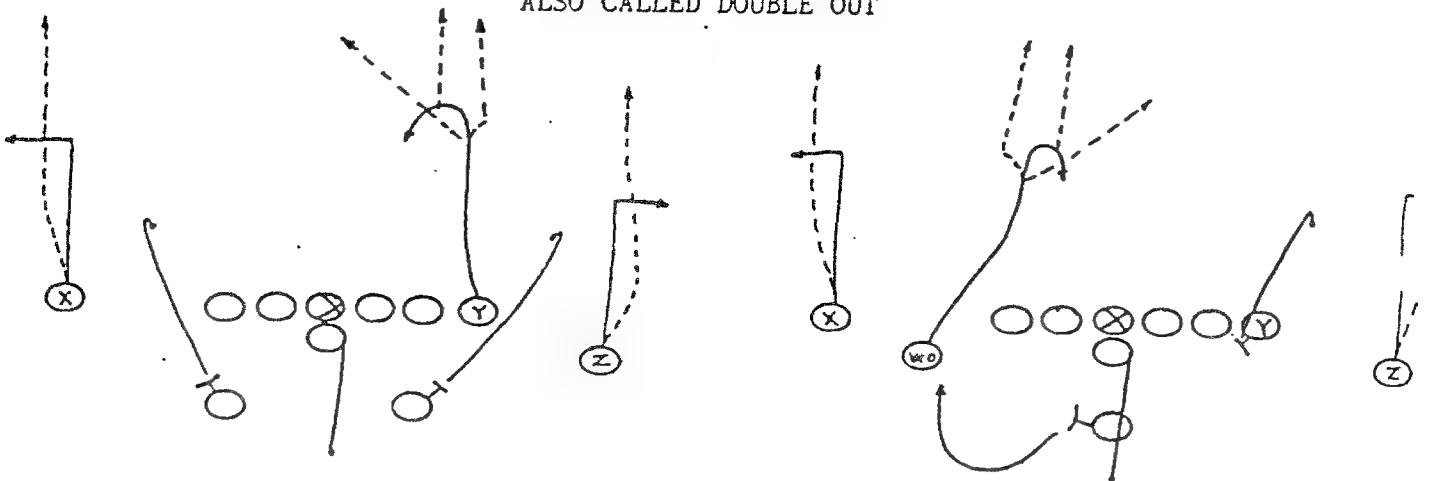
As in the lower numbered patterns, the outside receivers will run the route indicated by the pattern number (last number in call system) or adjust to a streak versus a tough corner.

The inside receiver will run the middle read on all these numbered patterns unless called to another route. The middle read is basically a Hook but may be adjusted to other routes based on coverage. He will run a middle versus Cover 2 or 2 Man a Hook and Go versus Covers 6, 7, 8 and a Post versus Covers 0, 5 with a tight safety coverage.

As mentioned earlier, each of these numbered patterns are also named so they may be used with play action. (Double).

Examples of numbered patterns with corresponding names from various formations. Dotted lines indicate possible adjustments from basic route.

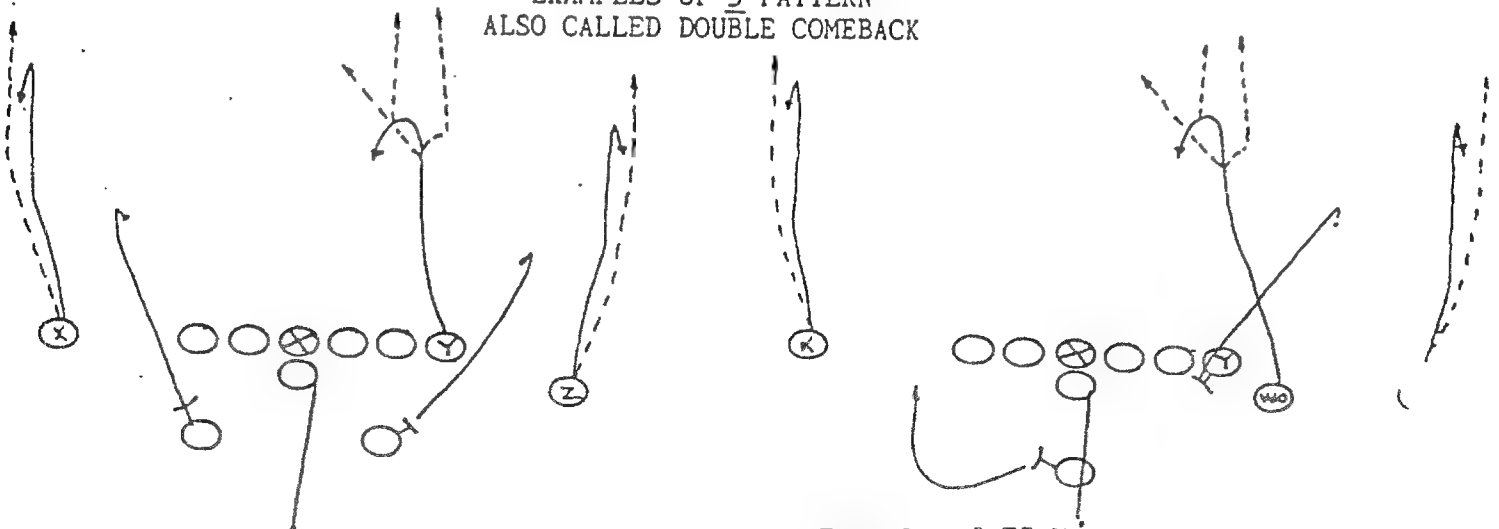
EXAMPLES OF 3 PATTERN ALSO CALLED DOUBLE OUT



Example of Short 53 Stop
Shown from 6 formation

Example of Short 73 M
Shown from 2 Out formation
with wide out in for HB.

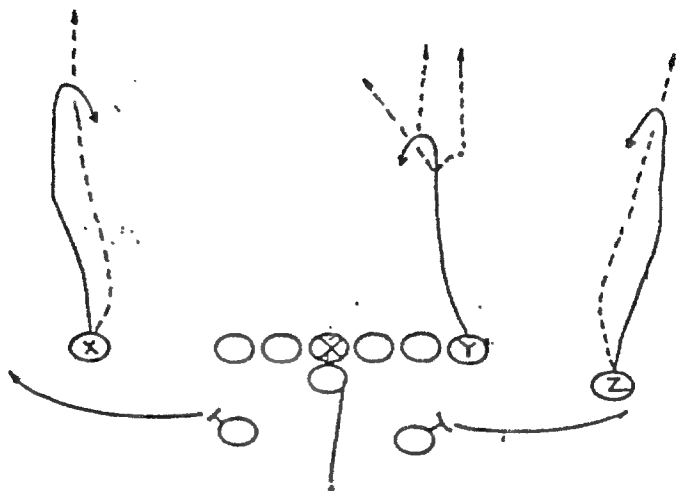
EXAMPLES OF 5 PATTERN ALSO CALLED DOUBLE COMEBACK



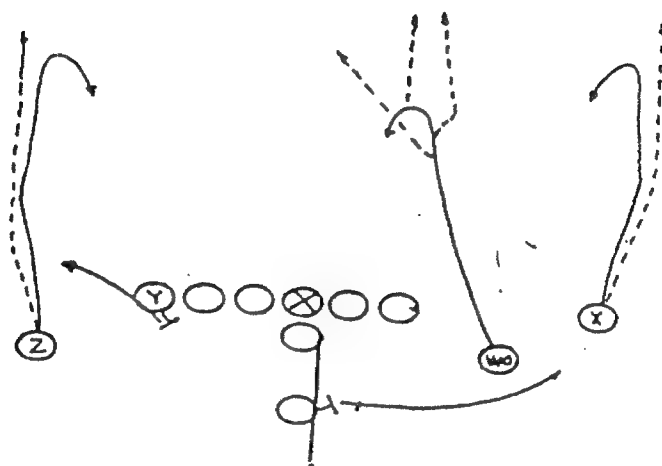
Example of 55 Stop

Example of 75 M
Shown from 2 Hip formation with
wide out in for HB

EXAMPLES OF 6 PATTERN
ALSO CALLED DOUBLE HOOK

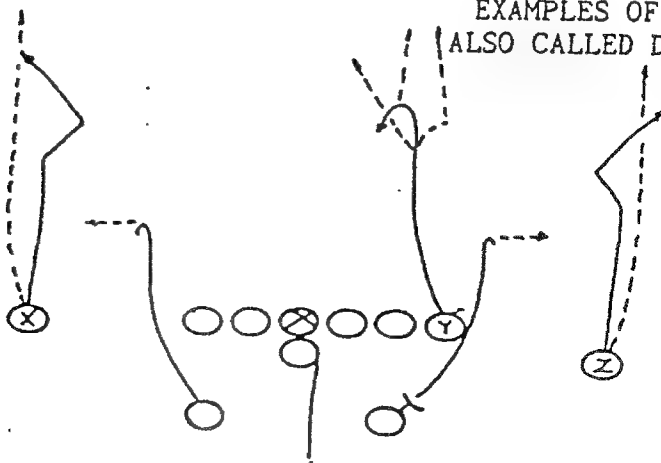


Example of 56 Wide
Shown from 6 formation

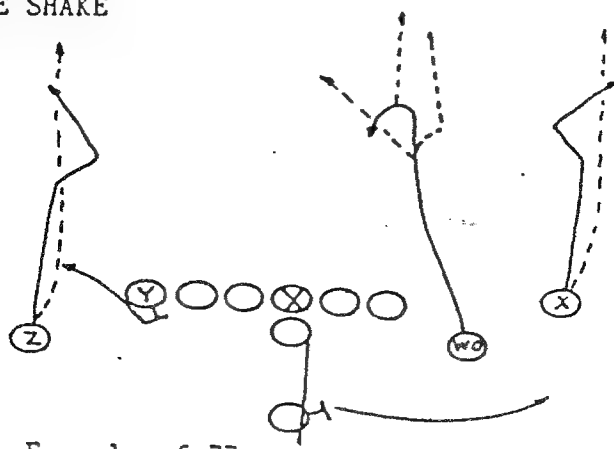


Example of 76
Shown for 3 Out formation
with wide out in for HB.

EXAMPLES OF 7 PATTERN
ALSO CALLED DOUBLE SHAKE

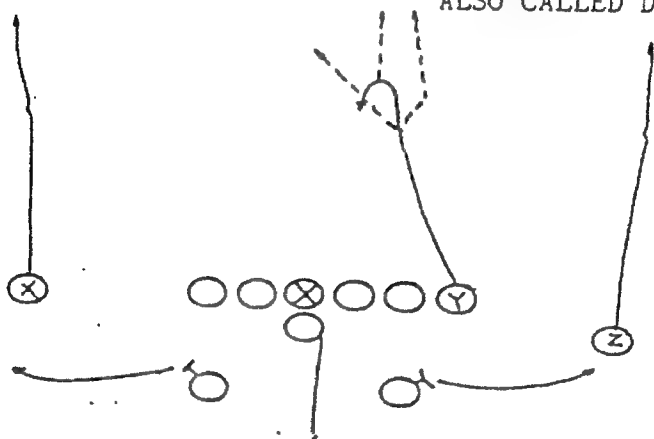


Example of 57 Fan
Shown from 6 formation

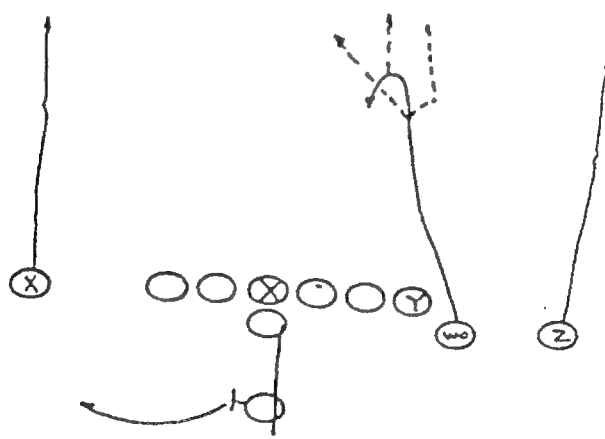


Example of 77
Shown from 3 Out formation
with wide out in for HB.

EXAMPLES OF 9 PATTERN
ALSO CALLED DOUBLE STREAK



Example of 59 Wide
Shown from 6 formation



Example of 79
Shown from 2 Hip formation
with wide out in for HB.

NAMED PATTERNS

Anytime we wish to run a three man pattern in which the outside receivers are not running mirrored routes or in a case where we do not want a middle read we will run what we will refer to as a named pattern.

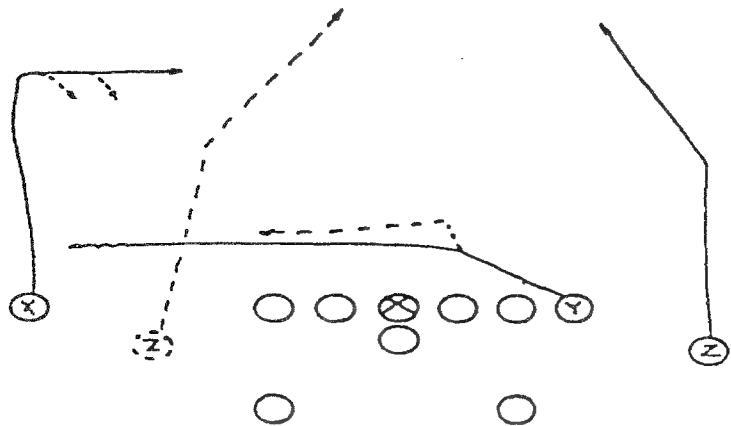
In our named pattern system the receivers will learn which route is to be run in conjunction with the called pattern. These routes may adjust slightly based on coverage techniques.

We can call any of these named patterns in conjunction with a pure pass protection or some form of play action. A named pattern may be one that is designed for a particular defense or coverage and may be used in conjunction with a particular game plan or it may be one of our basic named patterns which follow.

EXAMPLES OF NAMED PATTERNS

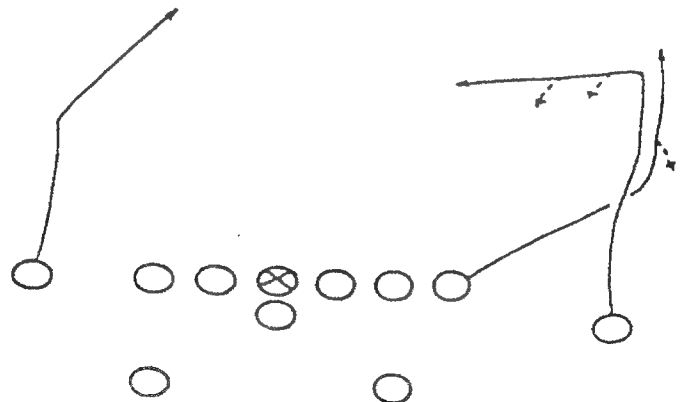
BEND IN

- X - Run Cross. Adjust vs Zone
- Y - Run Sneak
- Z - Run Post



CLEAR IN

- X - Run Post
- Y - Swing - Break to out at 12 yards if defender is covering deep third.
- Z - Run Cross - Adjust vs Zone

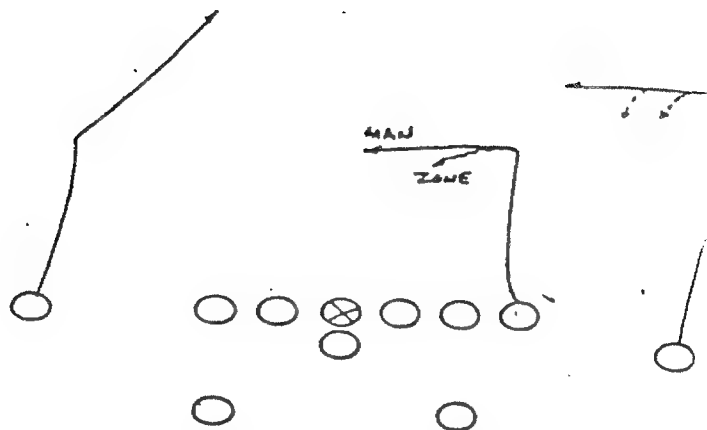


DIG

X - Runs Post.

Y - Runs 12 Yard Cross.
IDLE down versus zone.

Z - Run Cross:
Adjust versus zone.



OVERS

Basically, any receiver can be called on an over. The basic rules for the over patterns are as follows:

1. The wide receiver to the side the over is coming to runs a Go.
2. Any receiver outside of an over runs a Post.
3. Any receiver on or near the L.O.S. inside the over receiver runs a Sneak.
4. The receiver called on the over runs the over.

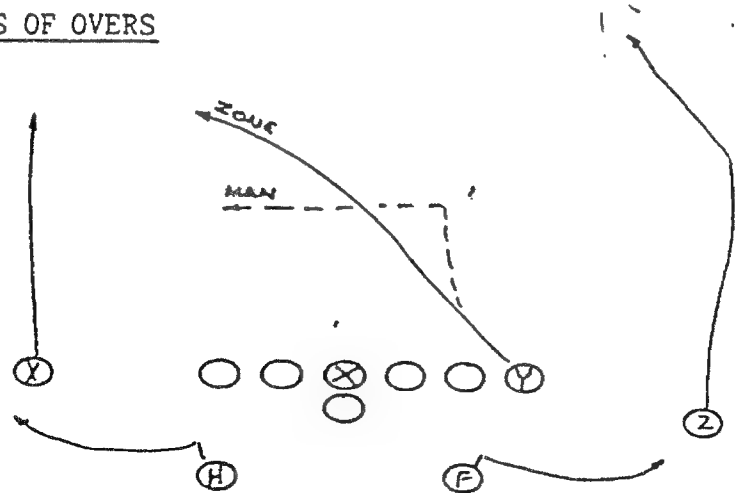
EXAMPLES OF OVERS

Y OVER

X - Run Go.

Y - Run Over. Work for separation versus man coverage.

Z - Run Post.



Y OVER FROM 6 FORMATION

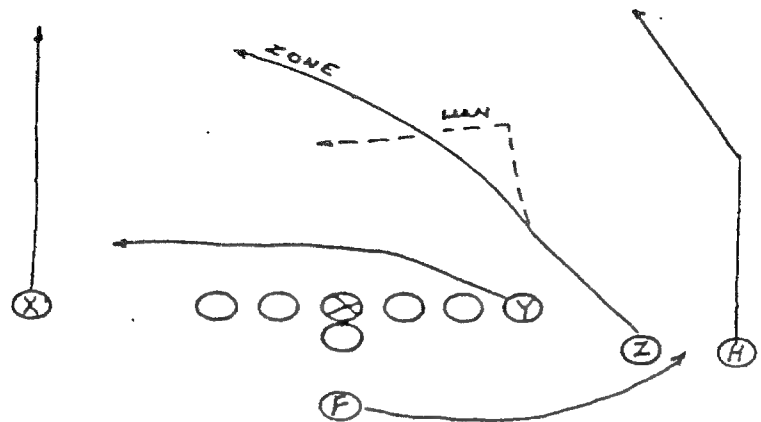
Z OVER

X - Run Go.

Y - Run Sneak.

Z - Run Over. Work for separation versus man coverage.

H - Run Post.



Z OVER FROM 2 WIDER FORMATION

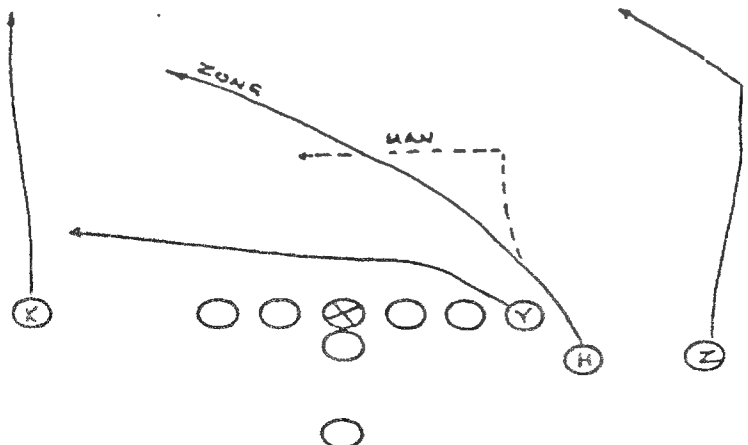
H OVER

X - Run Go.

Y - Run Sneak.

H - Run Over. Work for separation versus man coverage.

Z - Run Post.



H OVER FROM 2 WIDER FORMATION

TWO-MAN PATTERNS

Anytime we wish to run a two-man pattern in which the outside receivers are not running mirrored routes or in a case where we do not want a middle read, we will run what we will refer to as a two-man pattern.

In our two-man pattern system, the receivers will learn which route is to be run in conjunction with the called pattern. These routes have very little, if any, route adjustments.

We can call any of these two-man patterns in conjunction with a pure pass protection or some form of play action. A normal two man pattern may be one that is designed for a particular defense or coverage and may be used in conjunction with a particular game plan or it may be one of our basic named patterns which follow.

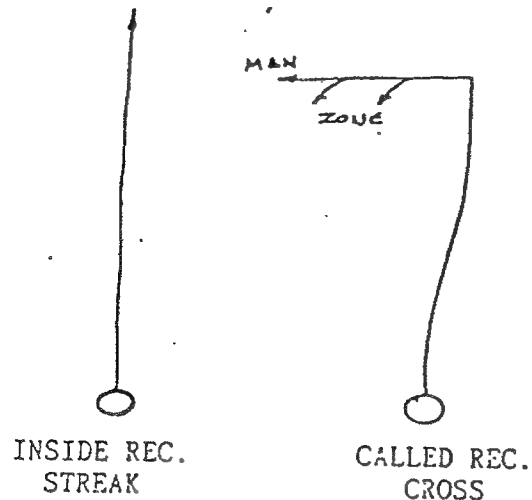
EXAMPLES OF TWO-MAN PATTERNS

(All examples are of right side receivers)

CROSS

Called receiver runs Cross.

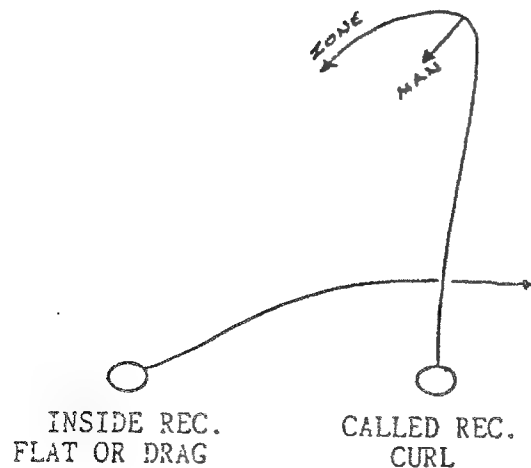
Inside receiver runs Streak.



CURL

Called receiver runs Curl.

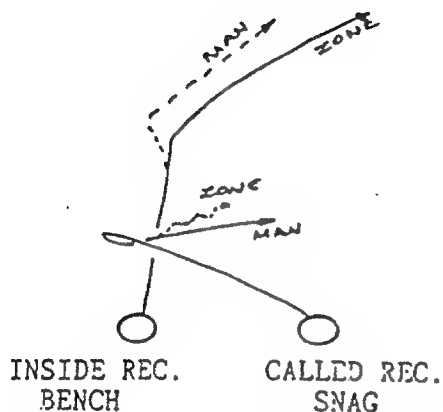
Inside receiver runs Flat or Drag



SNAG

Called receiver runs Snag route.

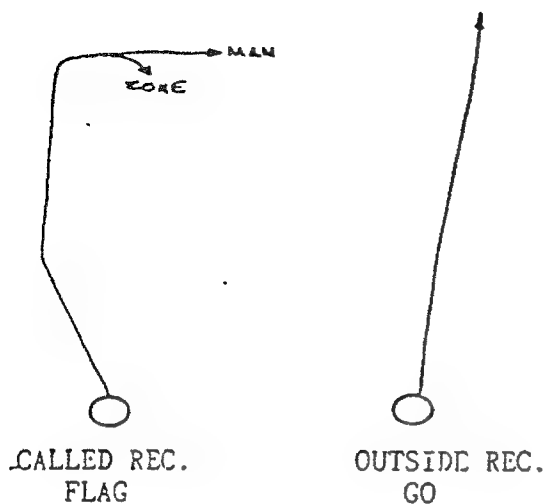
Inside receiver runs Bench.



FLAG

Outside receiver runs a Go.

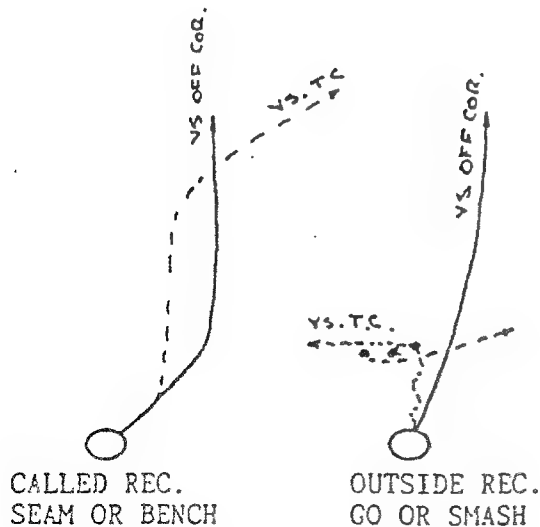
Called receiver runs a Flag.



SEAM

Outside receiver runs a Go.
Versus tough corner run
a Smash.

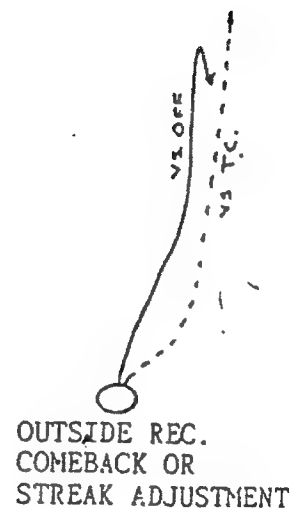
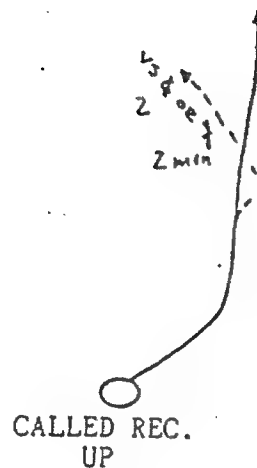
Called receiver runs a Seam.
Unless corner is in a tough
position, then he runs a Bench.



UP

Called receiver runs up. Adjust to Post versus 2 or 2 Man coverage.

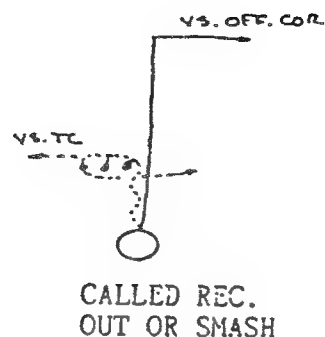
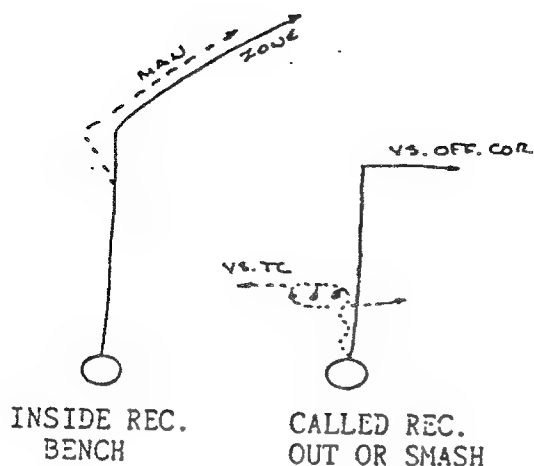
Outside receiver runs a comeback.
Run Streak adjustment versus tough corners.



OUT

Called receiver runs Out.
Versus tough corner run Smash.

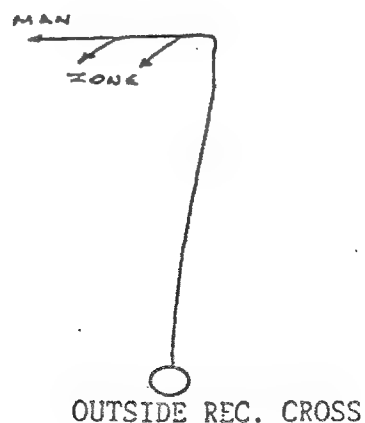
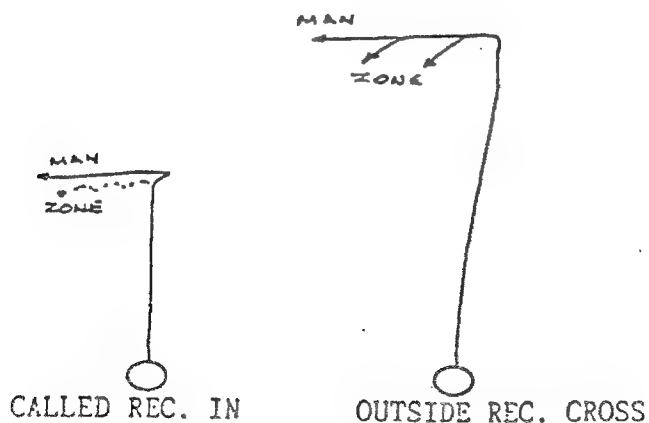
Inside receiver run Bench.



IN

Called receiver runs an In.

Outside receiver runs a Cross.



OPTION ROUTES AND PATTERNS

In addition to our numbered and named patterns we have a group of routes we place in the category referred to as option routes. These are routes in which a receiver will have a number of routes or adjustments he can make after leaving the line of scrimmage depending on what he reads as he works into the secondary. These routes give the receiver freedom to work himself open versus the various coverages and techniques he encounters.

When we call these types of routes, we will call a route for a particular receiver. We may also combine a couple of receivers on different options within the same play.

To keep a particular play from becoming too wordy, we place the burden on surrounding receivers to learn and run complimentary routes to the ones called for the indicated receivers.

EXAMPLES OF OPTION PATTERNS

OPTION

Called Receiver-Run Option

Receiver outside of option-run 13 yard hinge or fade streak versus tough corner.

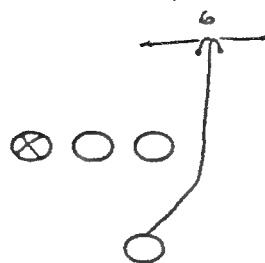
Note: If out of backfield position clear pass rush, straighten up and run option at 6 yards deep.



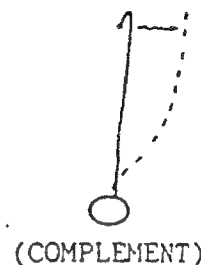
OPTION
(CALLED)



OUTSIDE
RECEIVER
(COMPLEMENT)



OPTION (FROM BACKFIELD)

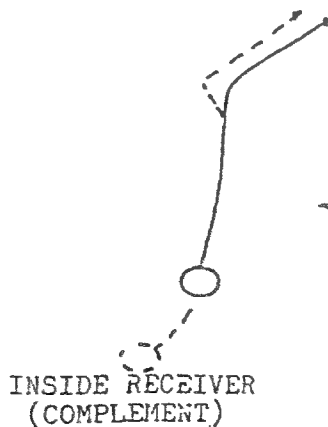


(COMPLEMENT)

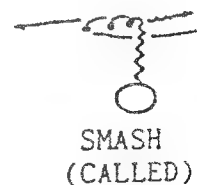
SMASH

Called receiver-Run Smash

Receiver inside of Smash-Run Bench.



INSIDE RECEIVER
(COMPLEMENT)



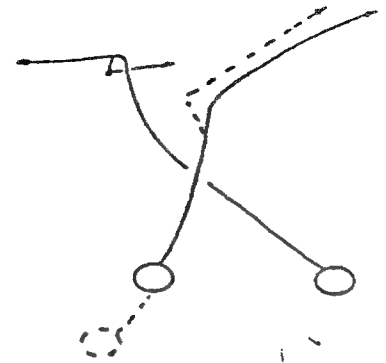
SMASH
(CALLED)

CHOICE BY OUTSIDE RECEIVER

Called Receiver - run Choice.

Receiver inside of Choice - run Bench.

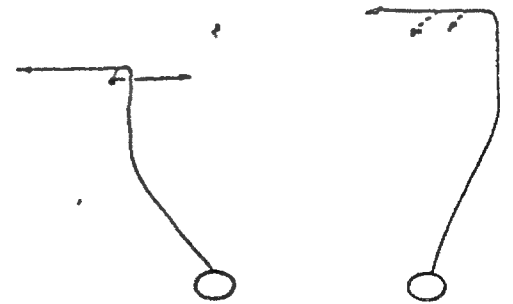
NOTE: If the inside receiver is on or near the L.O.S. he has the right of way (he clears first). If the inside receiver is in the backfield, the Choice Receiver has the right of way.



CHOICE BY INSIDE RECEIVER

Called Receiver - Run Choice.

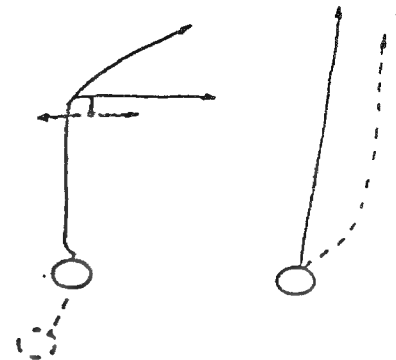
Receiver outside of Choice - run Cross.



CORNER

Called Receiver - Run Corner.

Receiver outside of Corner - Run Go.
Versus tough corner, Fade to Go.

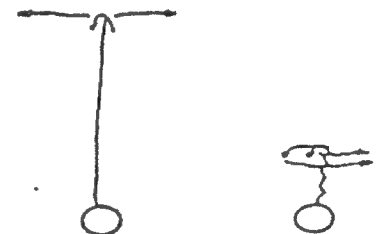


LOOP

Called Receiver - Run Loop.

(Loop tells the receiver to run any phase of Smash except the inside break)

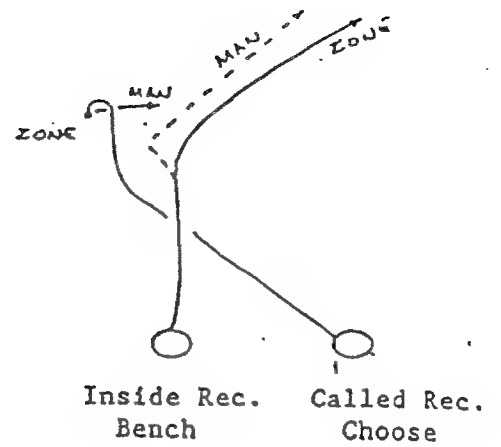
Inside receiver - run 14 yard option.



CHOOSE

Called receiver runs Choose.

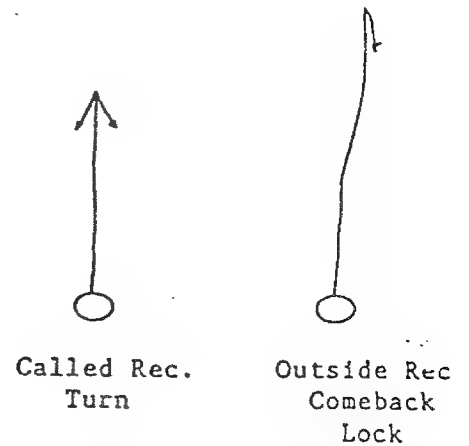
Inside receiver runs Bench.



TURN

Called receiver runs Turn.

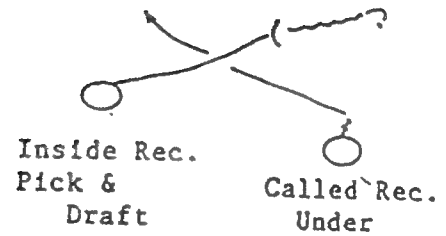
Outside receiver runs Comeback.



UNDER

Called receiver runs under the inside receiver.

Inside receiver picks (Bingo) for the Under route receiver.



UNDERNEATH

Called receiver - key corner for technique.

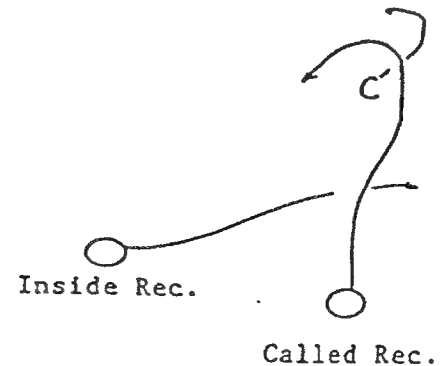
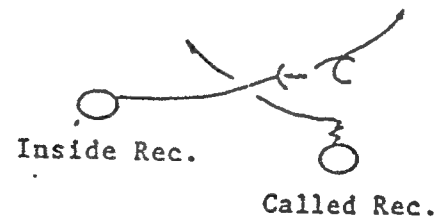
If Tough run an Under

If corner is off run a Hook.

Inside receiver - key corner for technique.

If Tough run Flat and pick for Under route as in true Under above.

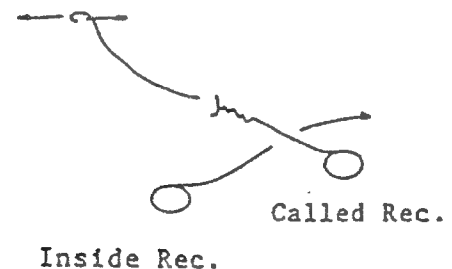
If corner is off run regular Drag or flat.



SHIELD

Called receiver - in this Bingo the called receiver does the picking for the next inside receiver. Pick vs. man and run choice vs. zone.

Inside receiver - run flat and work under the potential pick by the outside receiver.

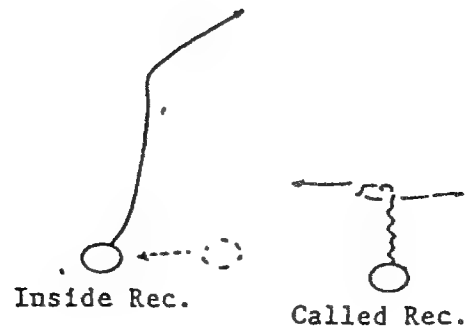
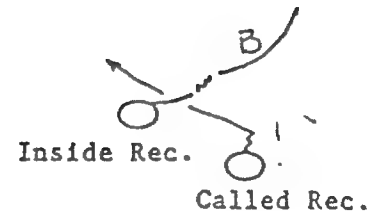


POSSIBLE

Called receiver runs an under vs. a man look.
Versus a zone look, run a smash.

Inside receiver - line up wide and read
coverage alignment. Versus man, stay
wide and pick for outside receiver.

Versus zone look, tighten split and
run Bench.



SIGHT ADJUSTMENTS (HOT ROUTES AND BLITZ ADJUSTMENTS)

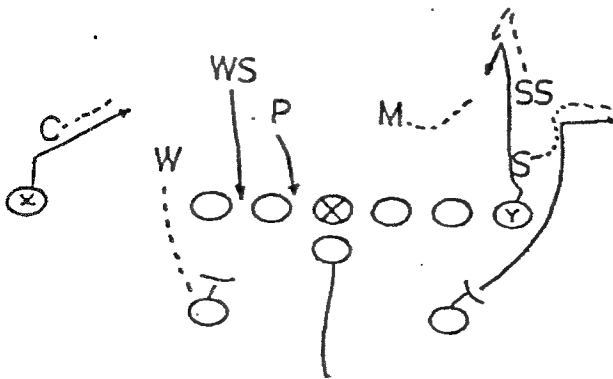
One of the most important factors in the success of our pass offense is the ability to react to and defeat the blitzing defenses. For us to consistently be effective in these situations every receiver must know what protection we are in and what triggers our adjustments. In order to become proficient with our sight adjustments, we have standard rules for our receivers to follow.

I. BLITZ ADJUSTMENTS (Based on defensive back blitzes)

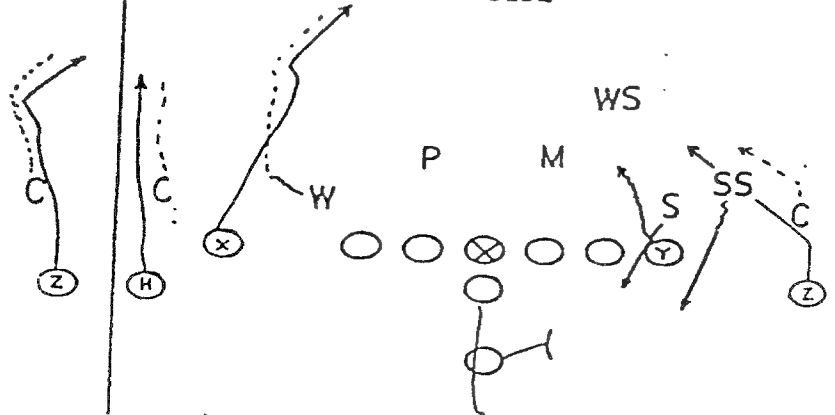
A. Widest Split Receiver

1. Any time you can get inside of the cornerback your blitz adjustment is a quick slant. Make the break off the outside foot as soon as you recognize the blitz. When executing the slant you should make the cut relatively flat, establishing an angle less than 45°. Even versus a tough CB, if you can get inside of him, use the slant.

57 FAN FROM 6

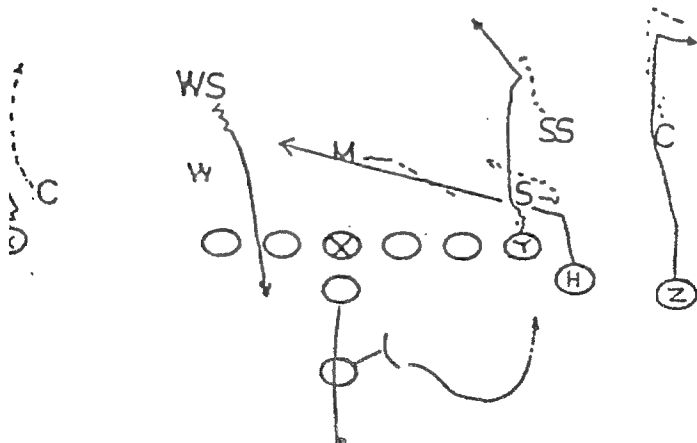


66 Y SNEAK FROM 2 OUTSIDE

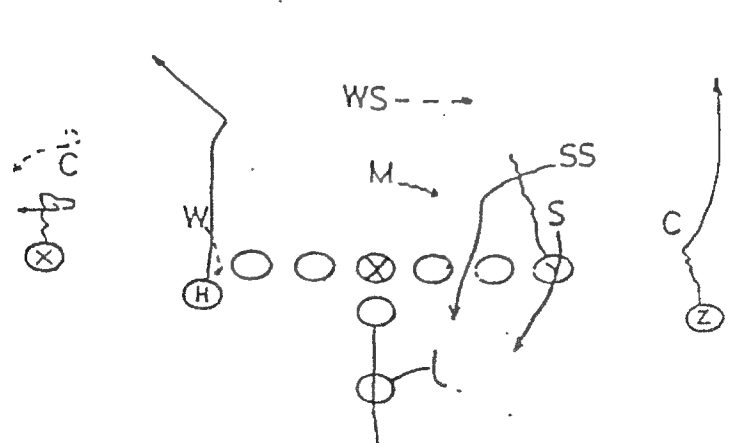


2. When CB prevents your inside release ("Bump Alignment") your blitz adjustment becomes a fade streak. After you clear the corner, be sure you head up the field - not widening until you have to adjust to the ball. Do not let yourself get forced to close to the sideline.

65 M H SNEAK FROM 2 HIP

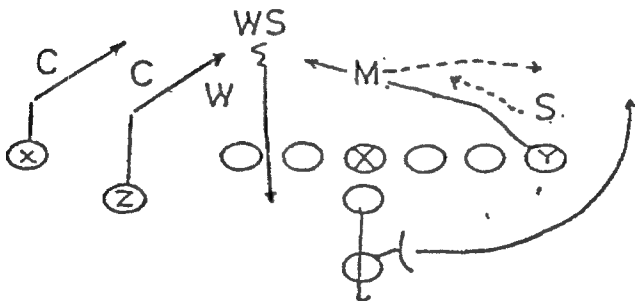


SHORT 60 Y OPTION X SMASH FROM 2 IN

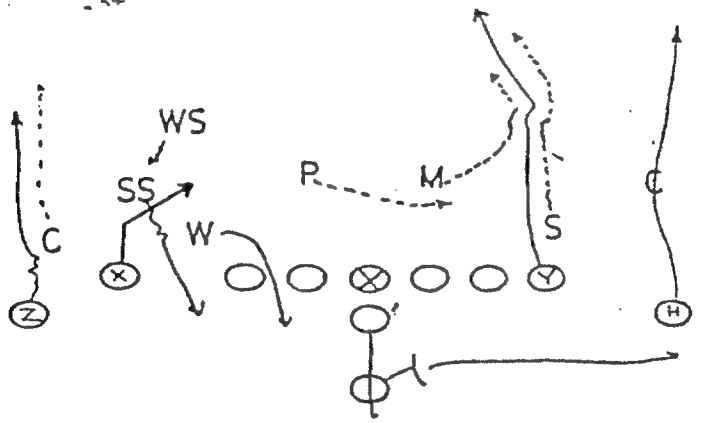


- B. Inside wide receiver (Example: Z in a Flip). Regardless of position of DB, you must run a slant. You do not have the option of running a fade streak - unless changed by game plan.

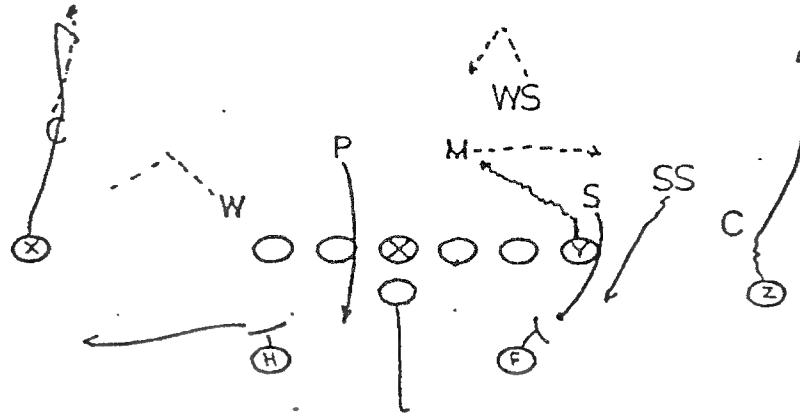
SHORT 63M Y SNEAK FROM 2 FLIP WIDE



SHORT 69 X OPTION FROM 2 FLOP WIDE

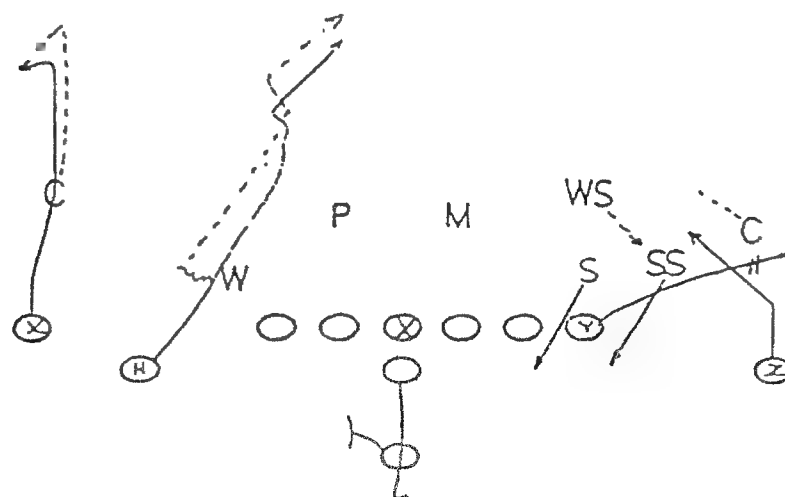


- C. Tight end on all upfield or "across the field" releases. Simply look quickly for ball over your inside shoulder. Stay on the move and do not flatten too much.



56 WIDE FROM 6

If your called pattern is a drag or a swing, simply turn and look quickly for ball over your outside shoulder. Stay on the move and if QB doesn't immediately get the ball to you, continue on your route.



476 Y DRAG FROM 2 OUT

II. "HOT" ADJUSTMENTS (Based on LB'er Dog's)

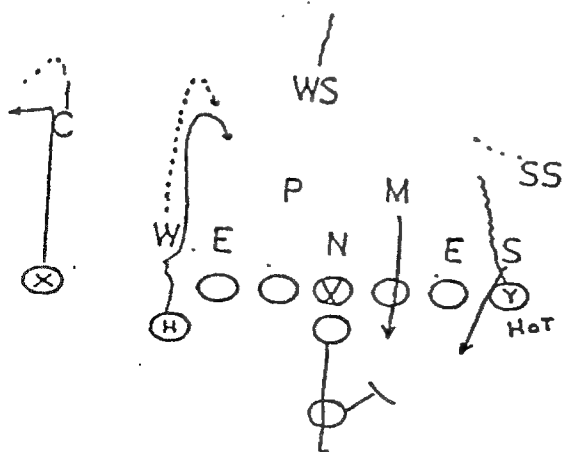
The only two receivers in our offense who ever execute Hot adjustments are X (on 80 & 90 Protections) and Y (on 60 & 4-70 Protections).

The Hot adjustments are exactly the same routes as were just explained under Blitz adjustments. Example:

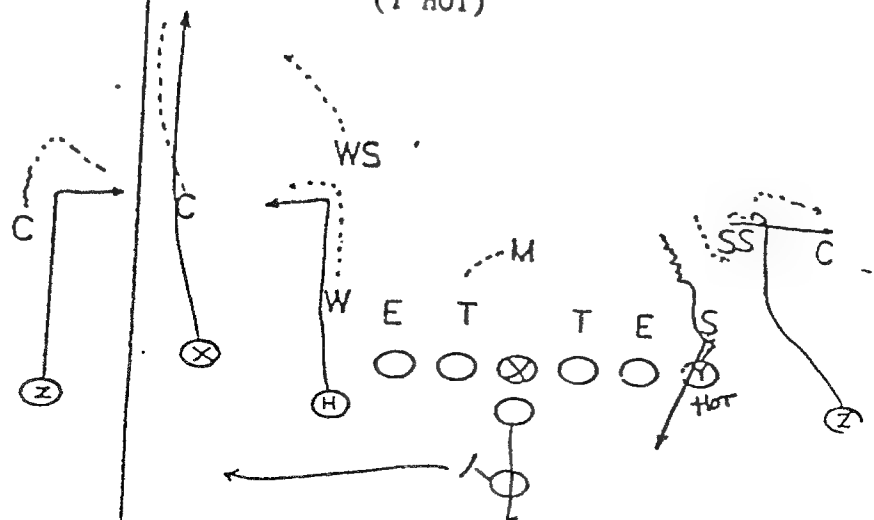
- X runs a slant with the option of running a fade streak if the DB prevents inside release.
- Y runs a "lookie" on any upfield or inside release. If he is on a drag, release the ball quickly over his outside shoulder. The TE Hot route may be changed to an Out in some game plans.

EXAMPLES: OF T.E. HOTS

SHORT 63 Y SNEAK FROM 2 IN
(Y HOT)

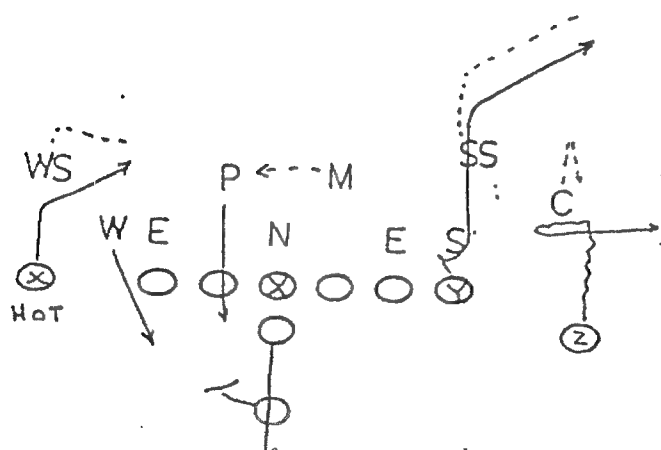


4-70 H CORNER Z CHOICE FROM 2 IN
(Y HOT)

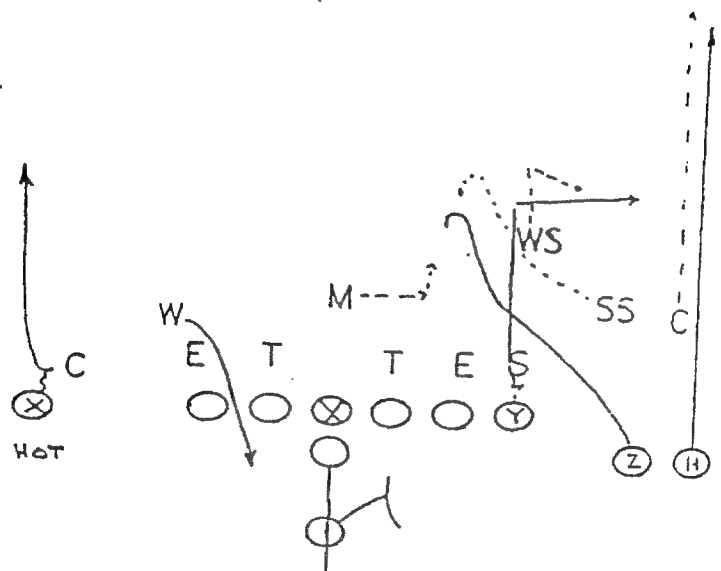


EXAMPLES: OF S.E. HOTS

SHORT 80 X OPTION Z SMASH FROM 2 OUTSIDE
(X HOT)



90 Y CORNER Z CHOICE FROM 2 WIDER
(X HOT)

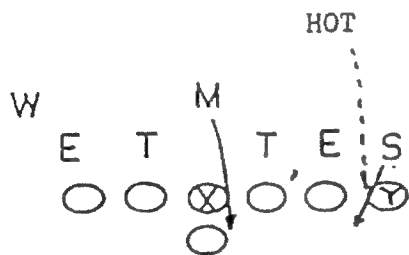
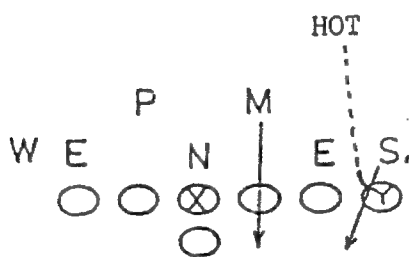


HOT ADJUSTMENTS

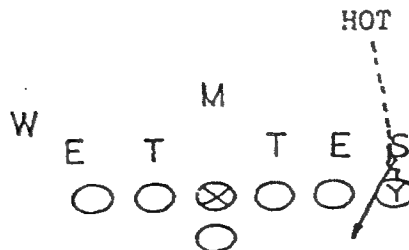
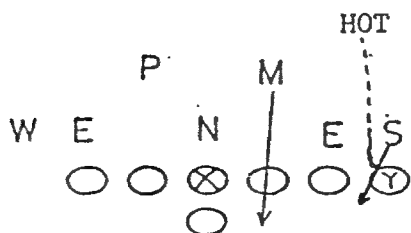
- I. NO Hots on 50, Tight 50, 70, 2-60, 2-80, 3-60, all 500's, all Play Action except 600. (Because all are 7-man protections.)
- II. NO Hots on Substituted Defenses (31, 32, 33, 40, 41 or 42)... (Because these fronts do not outnumber any 6 or 7 man protections.)

SITUATIONS WHICH CREATE T.E. HOT ADJUSTMENTS

- A. 60 Protection with Mike and Sam Dog out of either 34 or 43 Defenses.

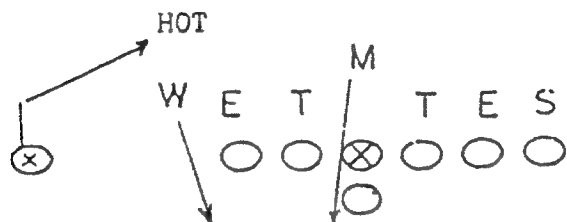
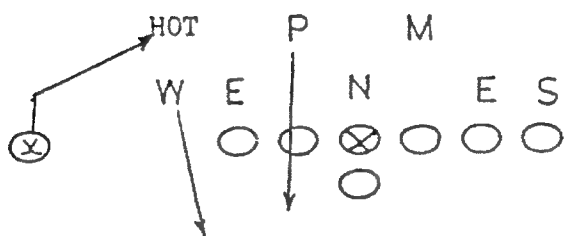


- B. 4-70 Protection vs. 34 Defense Mike and Sam Dog, or on 43 Defense Sam Dog.

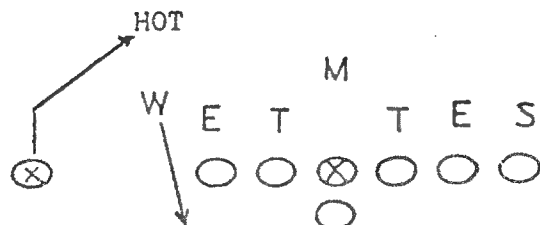
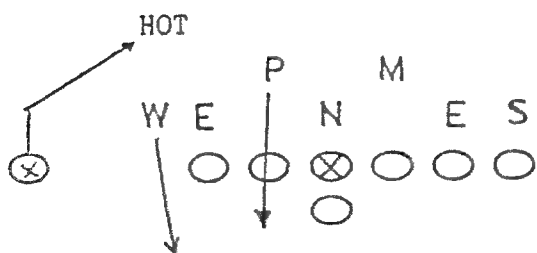


SITUATIONS WHICH CREATE S.E. HOT ADJUSTMENTS

- A. 80 Protection with Peg and Wanda Dog out of either 34 or Wanda and Mike dog on 43 Defenses.



- B. 90 Protection vs. 34 Defense Peg and Wanda Dog, or on 43 Defense with Wanda Dog.



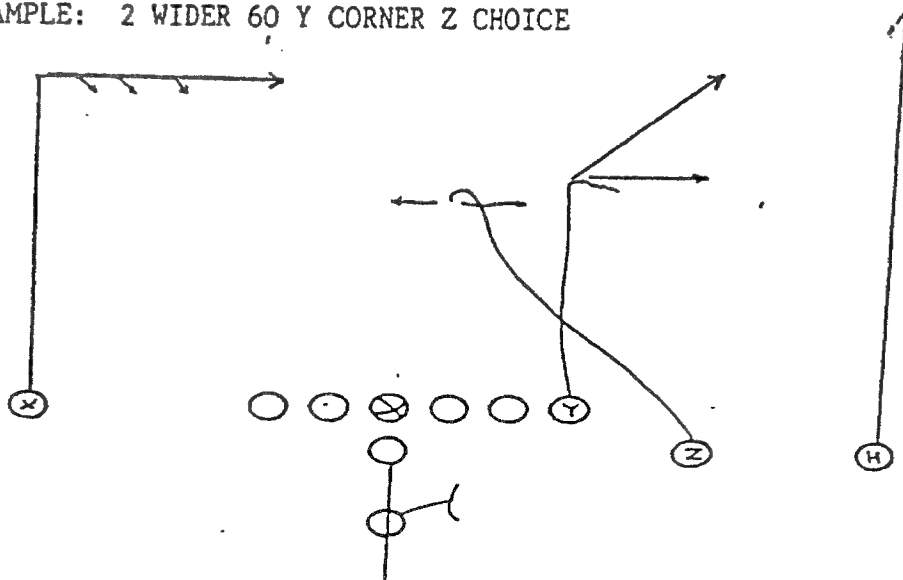
BACKSIDE RULE

There are occasions when a backside receiver is not told what route to run. This generally occurs when we have three receivers to one side of the formation and the pattern being called for them has an excessive number of words.

To account for those situations, we have a standard rule for the backside receiver:

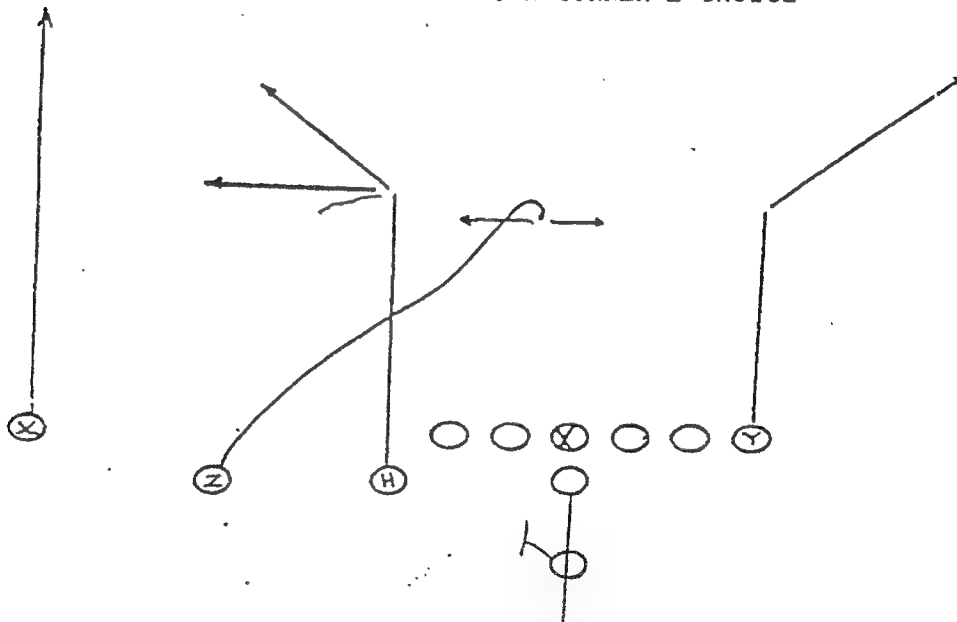
If the backside single receiver is in a split receiver position he runs a cross.

EXAMPLE: 2 WIDER 60 Y CORNER Z CHOICE



If the backside single receiver is a tight end, he runs a bench.

EXAMPLE: 2 FLIP IN 4-70 H CORNER Z CHOICE



SCRAMBLE RULE

Following is the basic rule we will follow if the quarterback is forced from the pocket (scrambles):

The receiver that ends up outside to the side of the scramble will run deep if his initial pattern was more than 10 yards. If his initial pattern was less than 10 yards he will work parallel to the L.O.S. at or near the level of his short route towards the boundary.

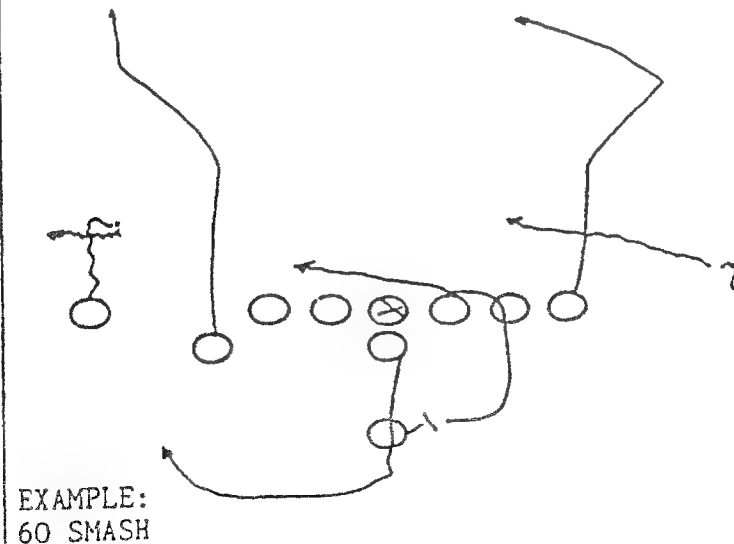
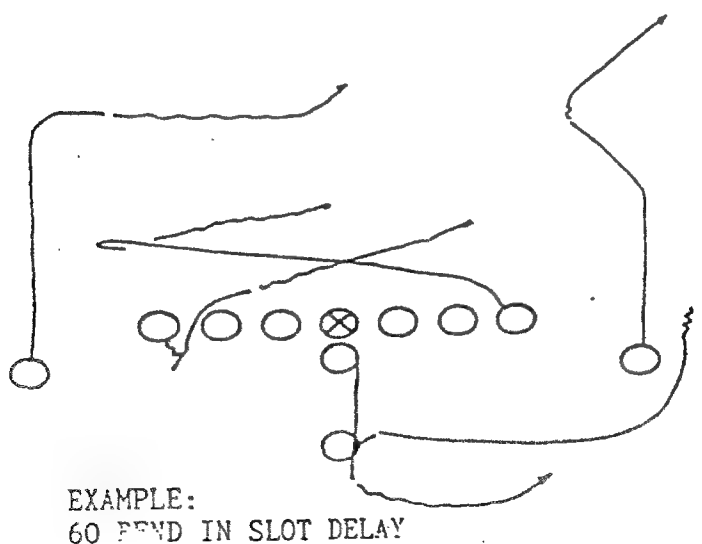
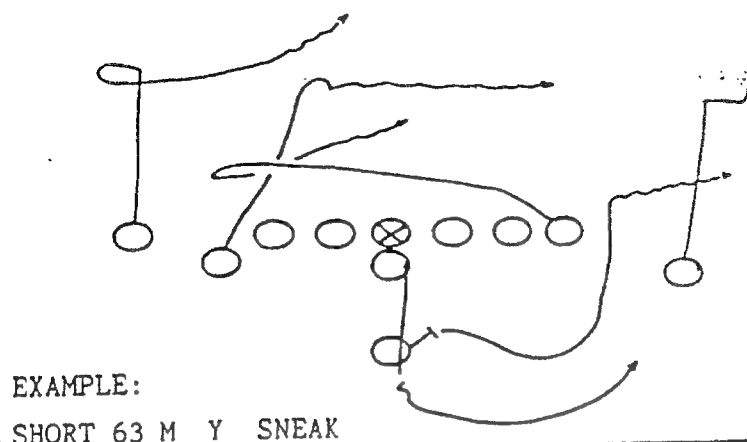
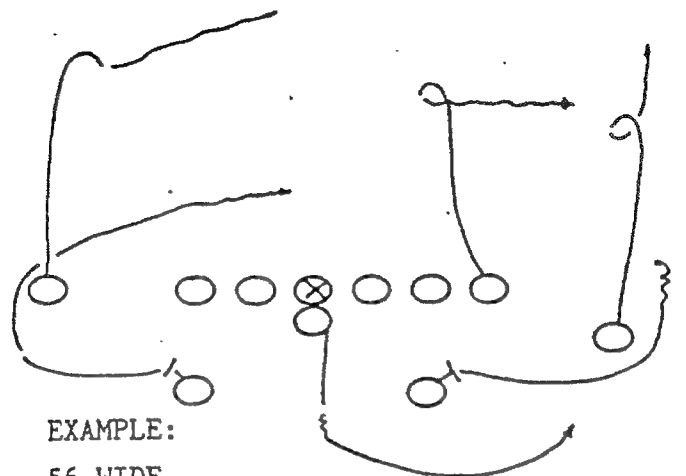
The receiver that ends up inside will work parallel to the L.O.S. in the direction of the QB scramble at or near the level of his initial route.

The outside receiver away from the scramble will work across to the middle of the field to a depth of 18 to 25 yards deep to get behind the underneath coverage and ready to work back to the QB.

The backs that are involved in the pattern will work at their regular depth (that of the route) and with the flow of the QB.

Use common sense. In a scramble situation, because it is not planned, you may end up in various positions. Work to get open using your basic receiver rules. Work to find a void versus zone and stay on the move versus man.

EXAMPLES OF SCRAMBLES



50 SERIES

50 SERIES PROTECTION
(BIG ON BIG PRINCIPLE)

I. BASIC PRINCIPLE

This 7 man protection offers the maximum opportunity for releasing H on the weakside against a 34 without giving up protection of the QB when all LB's dog. There are no hots.

II. VERSUS A 34/35/OKIE: MOLLY WEAK

- A. H and weak G will Molly read Peg and Wanda.
 - 1. If Peg dogs, the weak G blocks him and H checks Wanda (block him if he dogs, release if he doesn't).
 - 2. If Peg doesn't dog, H is free to release. The weak G blocks Wanda if he dogs, otherwise help on most dangerous man.
 - 3. Any time the weak G is covered, adjust the protection. The Molly read is "OFF".
 - a) When the DE gets into an Eagle position, apply Eagle Adjustment Rule. Weak T & G call "EAGLE" and H checks Peg.
 - b) TUFF RULE: When Peg aligns in a tuff position, the weak G makes a "TUFF" call which cancels the Molly read. The weak G checks Peg and H checks Wanda.
 - 4. The center never Molly reads when he is uncovered (34 plus, 34 minus). Center check ILB over and H checks Wanda.
 - 5. G with bubble over him will block the most dangerous man from the inside out, including DB's and/or LB's, while the back will block the next most dangerous man.
- B. F and strongside line apply REGULAR protection rules.
 - 1. F check Sam. Line blocks big on big.
 - 2. Apply Eagle Adjustment when appropriate.
- C. Blitz Adjustment: For all receivers it takes a DB and one LB'er to your side. (Takes one plus)

III. VERSUS 43: NO MOLLY

- A. Regular protection with no Eagle Adjustment.
- B. Blitz Adjustment: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

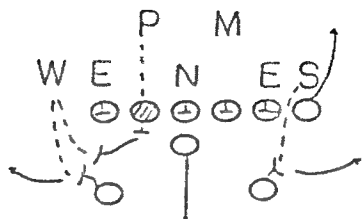
- A. Nickel - 42 & 33 (total 6)
 - 1. H has Carol and scan for DB's.
 - 2. F has most dangerous DB from inside out.
 - 3. Line has Bob (plus Jean vs. 33).
 - 4. Blitz adjustments vs. 42:
 - a) Strong receiver - takes two DB's. (Takes two)
 - b) Weak receiver - takes one DB. (Takes one)
 - 5. Blitz adjustments vs. 33:
 - a) Strong receiver - takes two DB's. (Takes two)
 - b) Weak receiver - takes one DB plus the OLB. (Takes one plus OLB)
- B. Dime - 41 & 32 (total 5)
 - 1. H & F have most dangerous DB from inside out.
 - 2. Line has Don (Dan & Deb vs. 32)
 - 3. Blitz adjustments: For all receivers it takes two DB's on your side. (Takes two)

V. ADJUSTMENTS

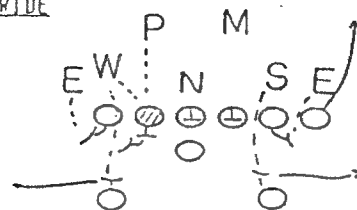
H scat, weak, strong, max.

34 FRONTS

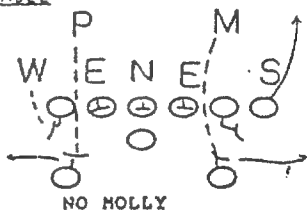
34



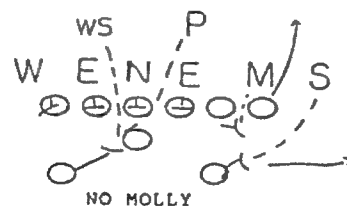
34 DOUBLE WIDE



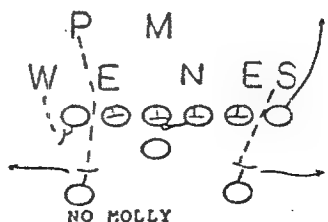
34 DOUBLE EAGLE



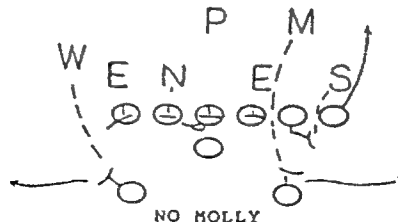
34 BEAR - (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

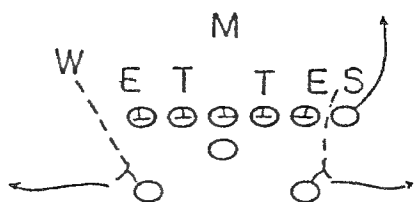


34 MINUS

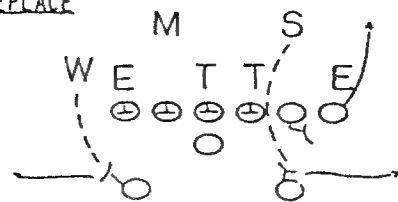


43 FRONTS

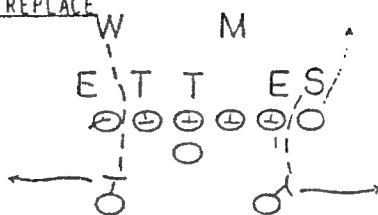
43



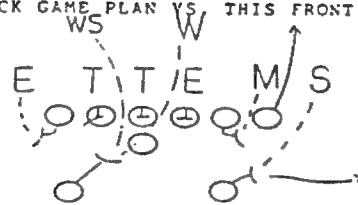
43 OVER REPLACE



43 UNDER REPLACE

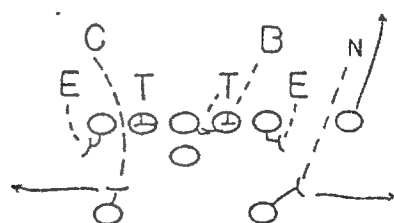


43 BEAR - (CHECK GAME PLAN VS. THIS FRONT)

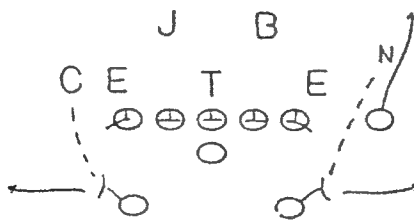


NICKEL FRONTS

42

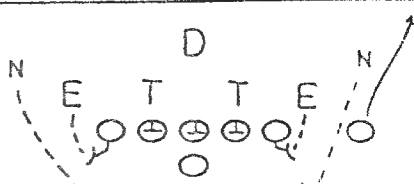


33

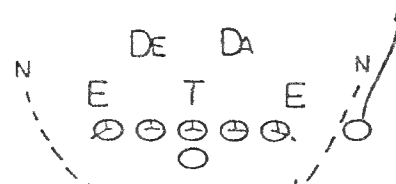


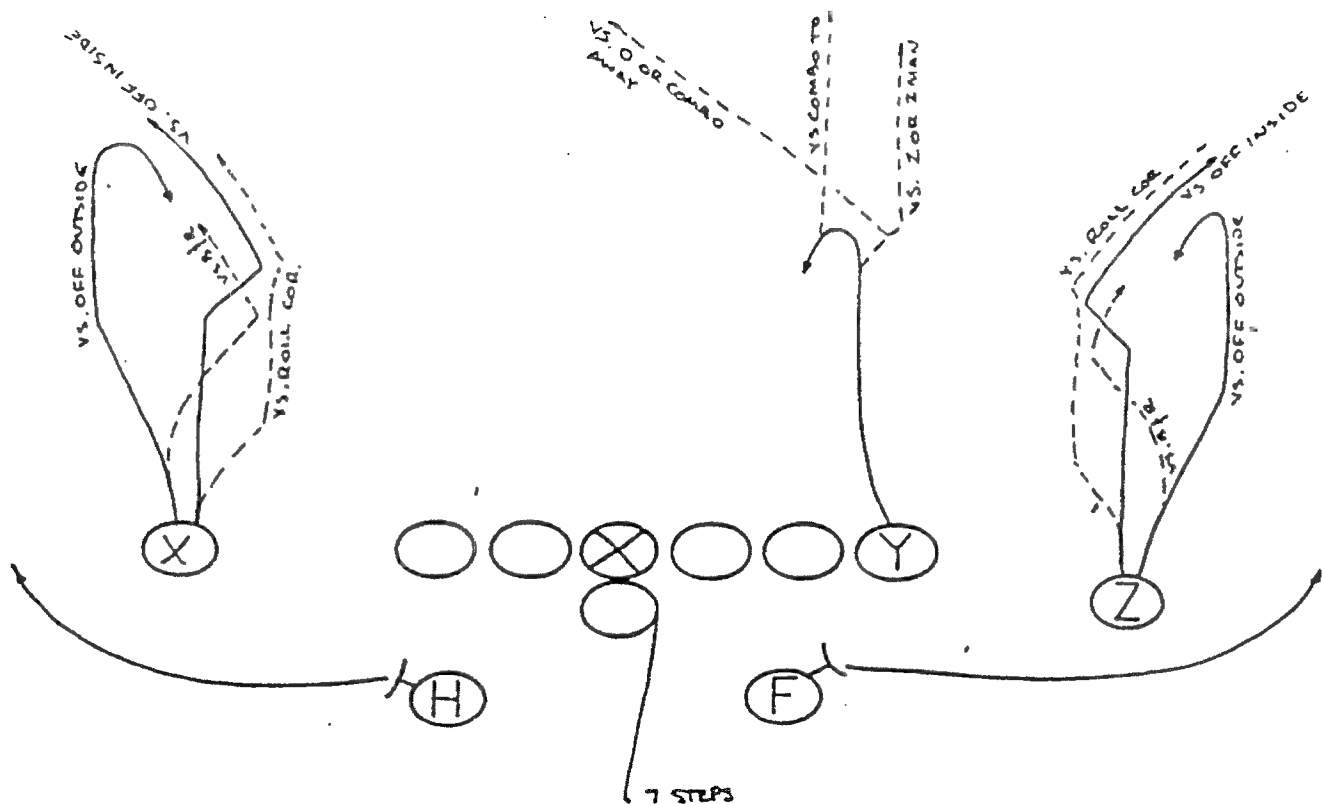
DIME FRONTS

41



32



QB

7 Step Drop - Key middle. Work inside out opposite rotation.
Versus Cover 2 or 2 Man, work from Y to X to H.
Versus safety blitz, work to sight adjustment side.

X

Key corner for technique. Run the Shake versus any tough corner your side or on an Off inside technique. Run a Hook versus an Off outside technique. Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

2

Key corner for technique. Run the Shake versus any tough corner your side or on an Off inside technique. Run a Hook versus an Off outside technique. Versus safety blitz your side, run safety blitz sight adjustment.

H

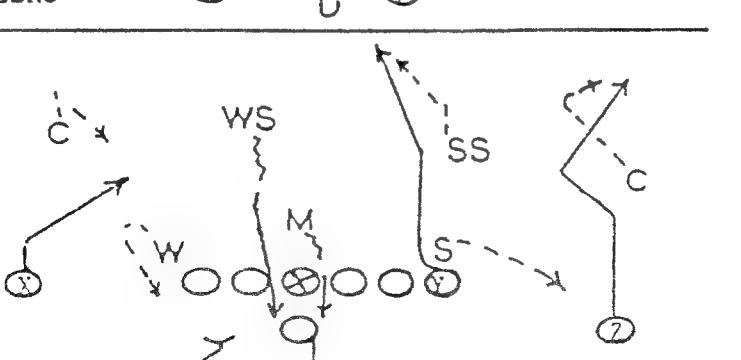
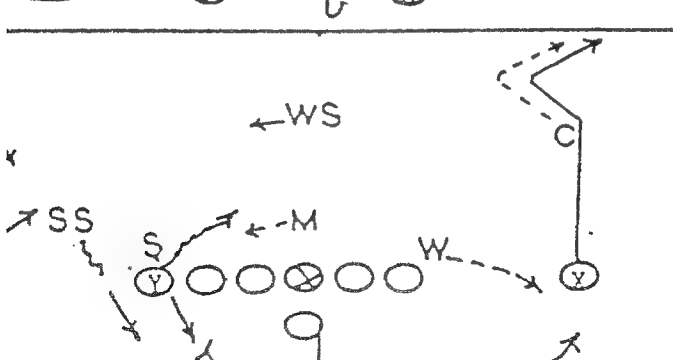
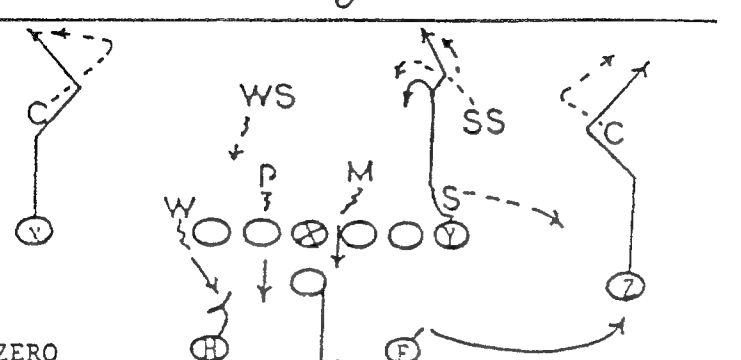
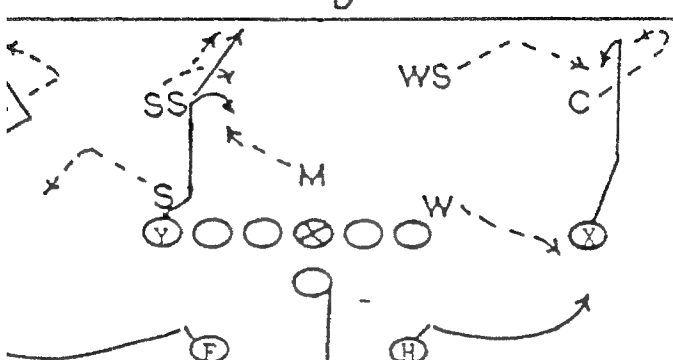
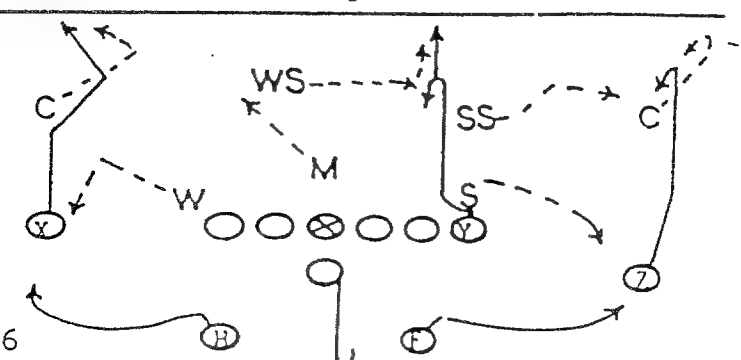
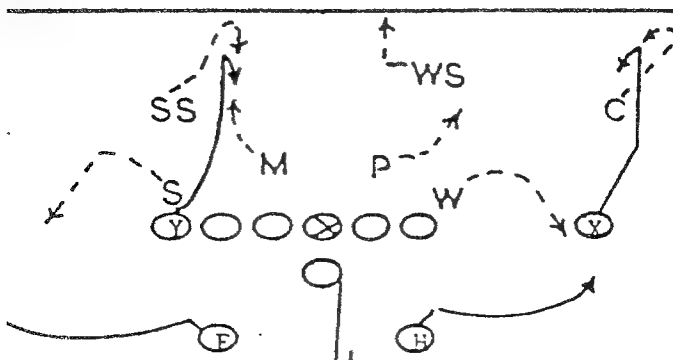
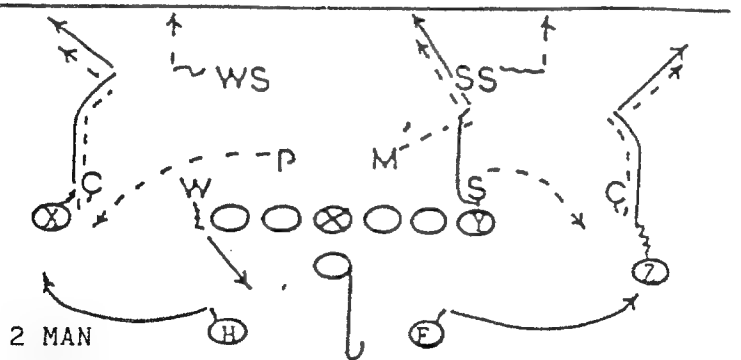
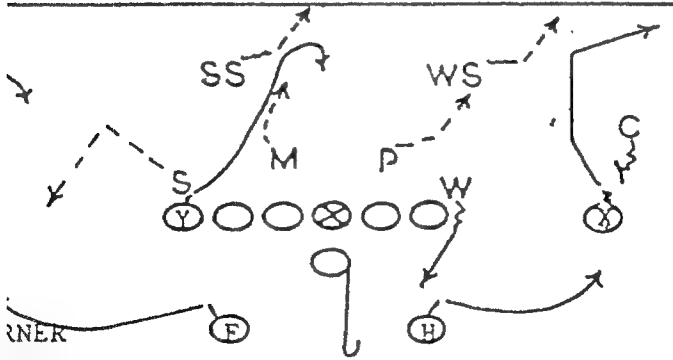
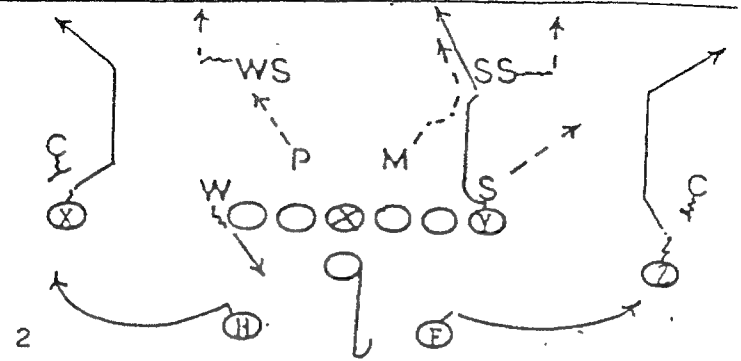
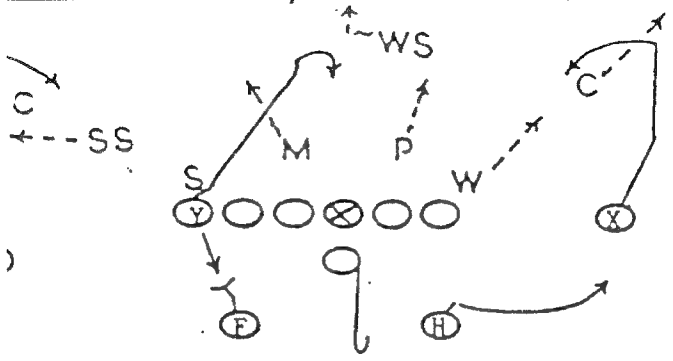
Check, run wide.

Er

Check, run wide.

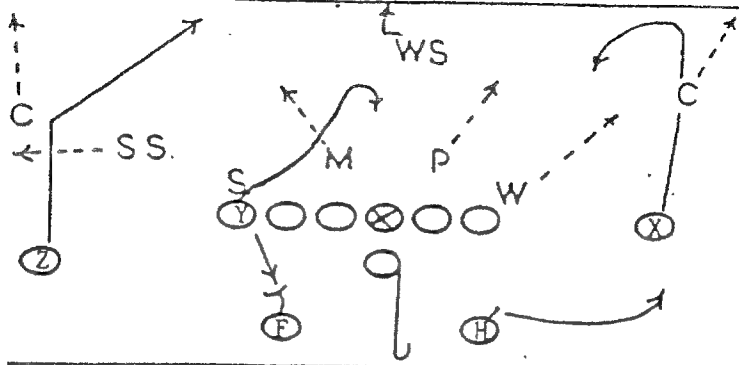
FROM 7

FROM 6

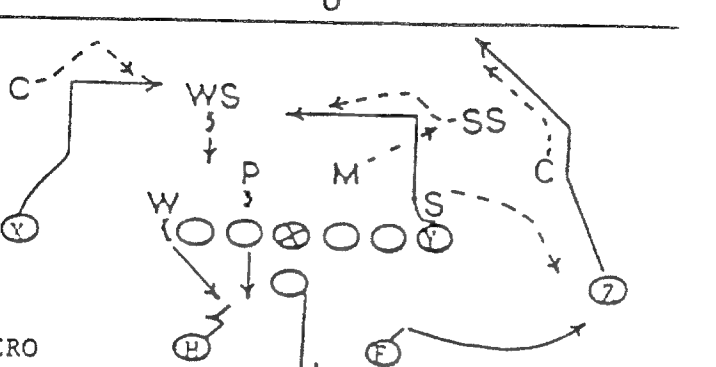
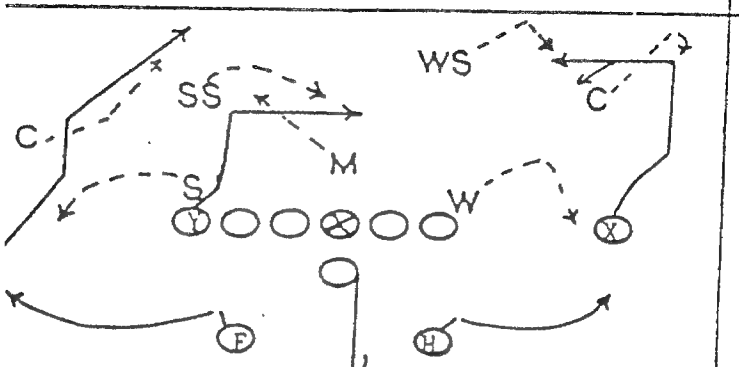
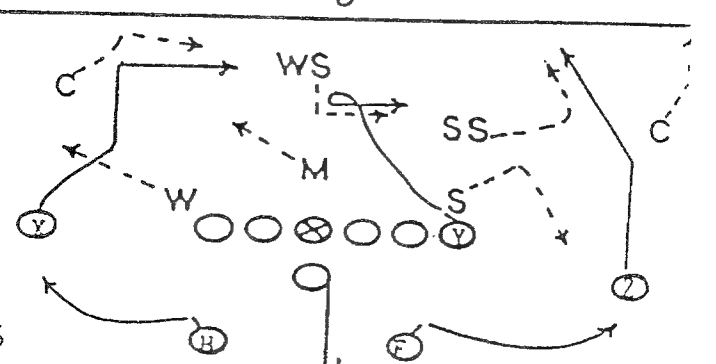
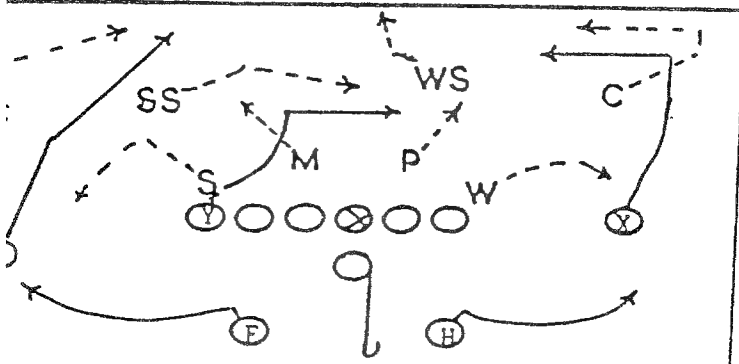
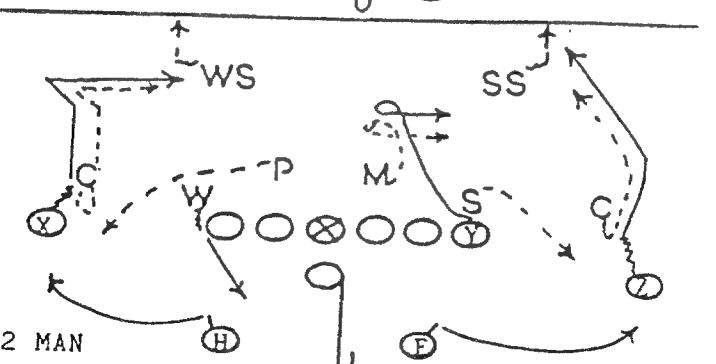
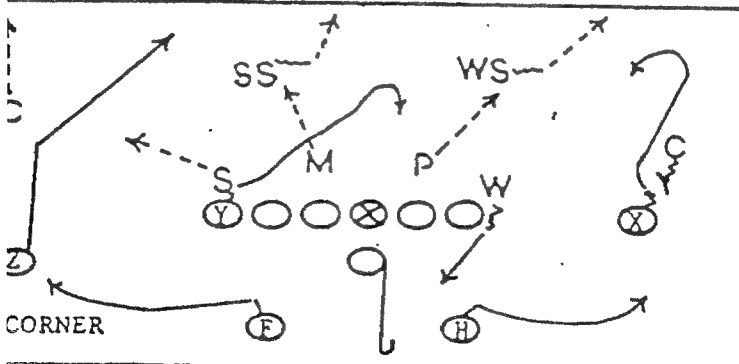
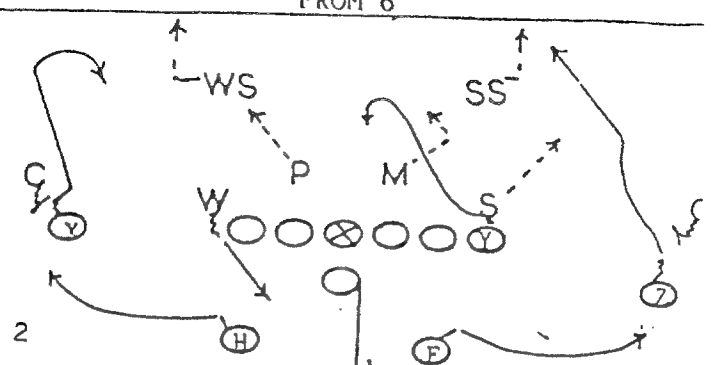


BLITZ

FROM 7



FROM 6



TIGHT 50 SERIES

TIGHT 50 SERIES PROTECTION

(BIG ON BIG PRINCIPLE)

I. BASIC PRINCIPLE

This 7 man protection offers the maximum opportunity for releasing F on the strongside against a 34 without giving up protection of the QB when all LB's dog. There are no hots.

II. VERSUS 34/35/OKIE: MOLLY STRONG

- A. F and strong G will Molly read Mike and Sam.
 - 1. If Mike dogs, the strong G blocks him and F checks Sam (block him if he dogs, release if he doesn't).
 - 2. If Mike doesn't dog, F is free to release. The strong G blocks Sam if he dogs, otherwise help on most dangerous man.
 - 3. Any time the strong G is covered, adjust the protection. The Molly read is "OFF".
 - a) When the DE gets into an Eagle position, apply Eagle Adjustment Rule. Strong T & G call "EAGLE" and F checks Mike.
 - b) TUFF RULE: When Mike aligns in a tuff position, the strong G makes a "TUFF" call which cancels the Molly read. The strong G checks Mike and F checks Sam.
 - 4. The center never Molly reads when he is uncovered (34 plus, 34 minus). Center check ILB over and F checks Sam.
 - 5. G with bubble over him will block the most dangerous man from the inside out, including DB's and/or LB's, while the back will block the next most dangerous man.
- B. H and weakside line apply REGULAR protection rules.
 - 1. H check Wanda. Line blocks big on big.
 - 2. Apply Eagle Adjustment when appropriate.
- C. Blitz Adjustment: For all receivers it takes a DB and one LB'er to your side. (Takes one plus)

III. VERSUS 43: NO MOLLY

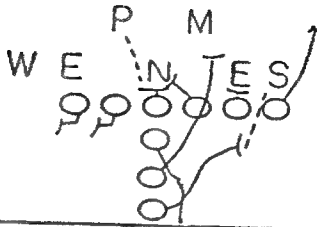
- A. Regular protection with no Eagle Adjustment.
- B. Blitz Adjustment: For all receivers it takes one DB to your side. (Takes one)

IV. VERSUS SUBSTITUTED DEFENSES

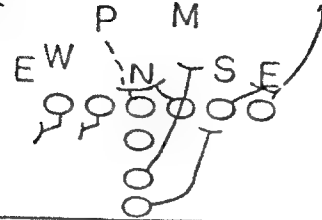
- A. Nickel - 42 & 33 (total 6)
 - 1. F has Bob and Scan for DB's.
 - 2. H has most dangerous DB from inside out.
 - 3. Uncovered assignment is Carol (plus Jean vs. 33)
 - 4. Blitz adjustments vs. 42:
 - a) Weak receiver - it takes two DB's. (Takes two)
 - b) Strong receiver - it takes one DB. (Takes one)
 - 5. Blitz adjustments vs. 33:
 - a) Weak receiver - it takes two DB's. (Takes two)
 - b) Strong receiver - it takes one DB plus one OLB. (Takes 1 plus one OLB)
- B. Dime - 41 & 32 (total 5)
 - 1. H & F have most dangerous DB from inside out on your side.
 - 2. Uncovered assignment is Don (Dan & Deb vs. 32).
 - 3. Blitz adjustments: For all receivers it takes two DB's on your side. (Takes two)

34 FRONTS

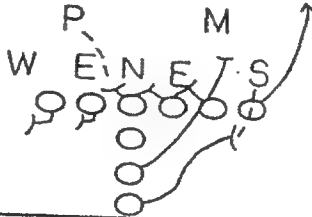
34



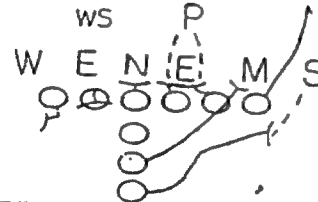
34 DOUBLE WIDE



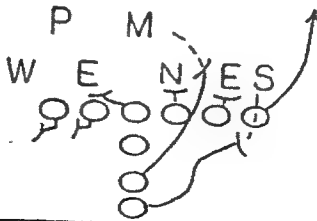
34 DOUBLE EAGLE



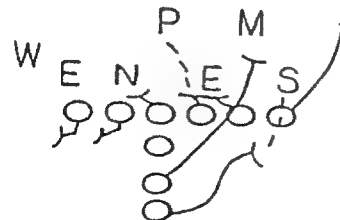
34 BEAR (CHECK GAME PLAN VS. THIS FRONT)



34 PLUS

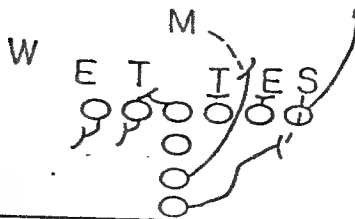


34 MINUS

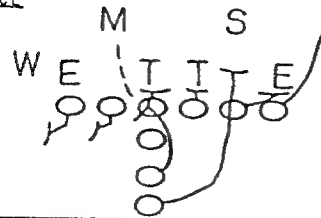


43 FRONTS

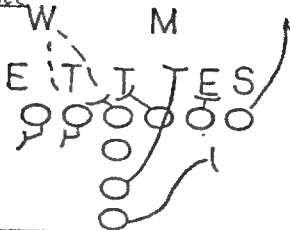
43



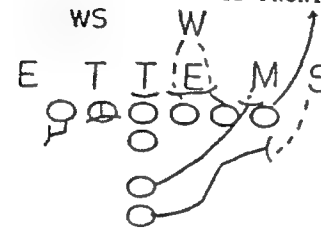
43 OVER REPLACE



43 UNDER REPLACE

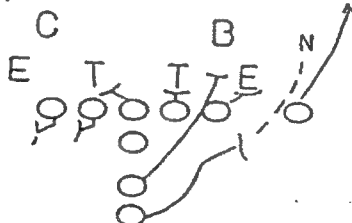


43 BEAR (CHECK GAME PLAN VS. THIS FRONT)

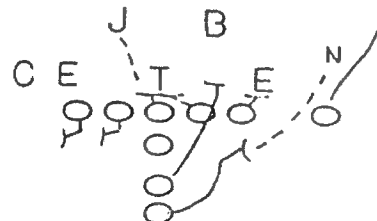


NICKEL FRONTS

42

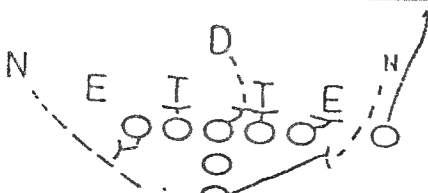


33

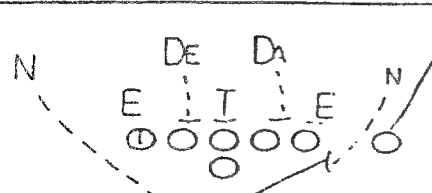


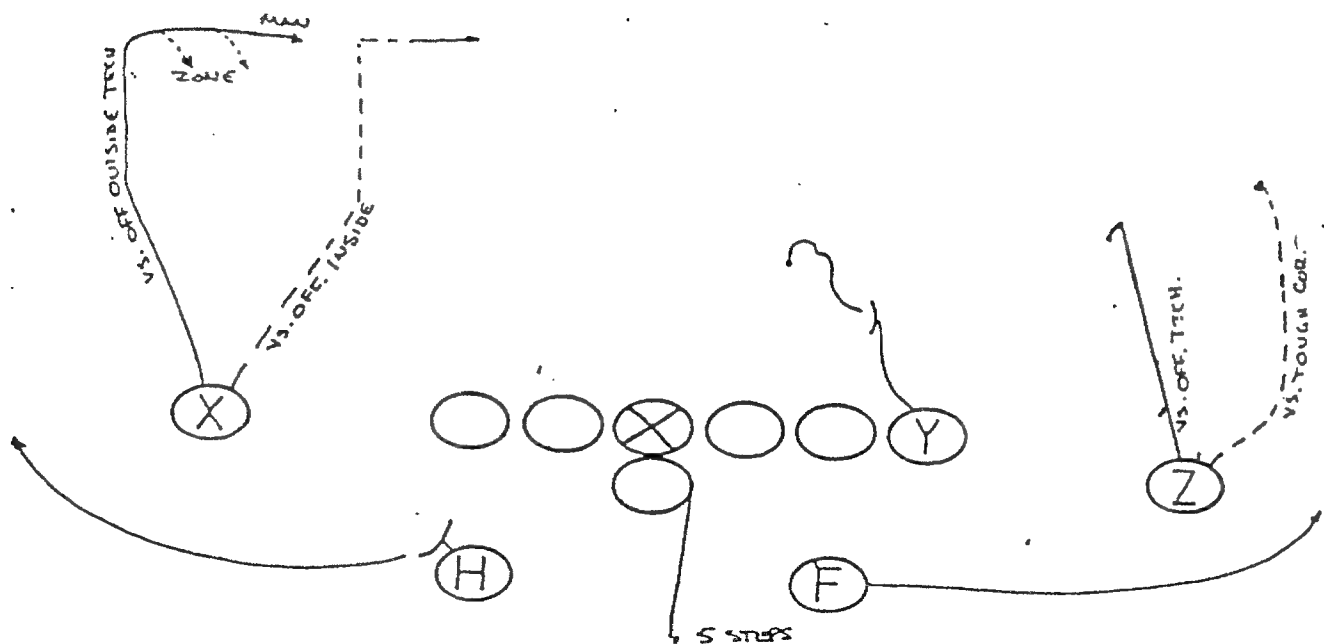
DIME FRONTS

41



32





2B

Step Drop. Strong side pattern. Progression read. Z to F to Y. F is Hot versus double strong side dog versus 34 front or sam dog versus 43. Versus strong safety blitz, go to F Hot. Versus weak side safety blitz, go to sight adjust.

un cross (backside rule).

ersus safety blitz your side, run safety blitz adjustment.

side release. Look to Bingo the first LB inside. After Bingo or if none. Hook to get open. No safety blitz sight adjustment.

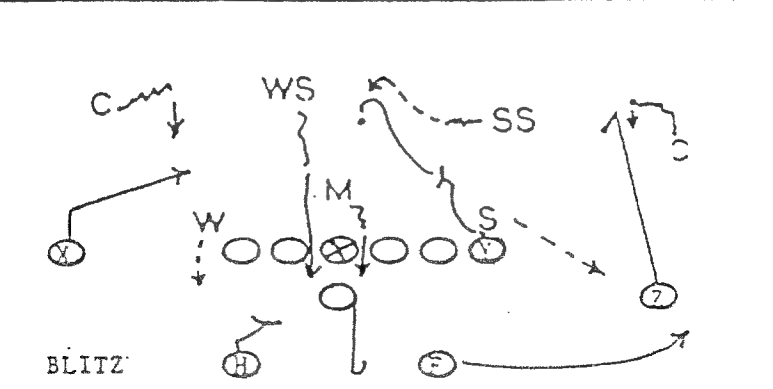
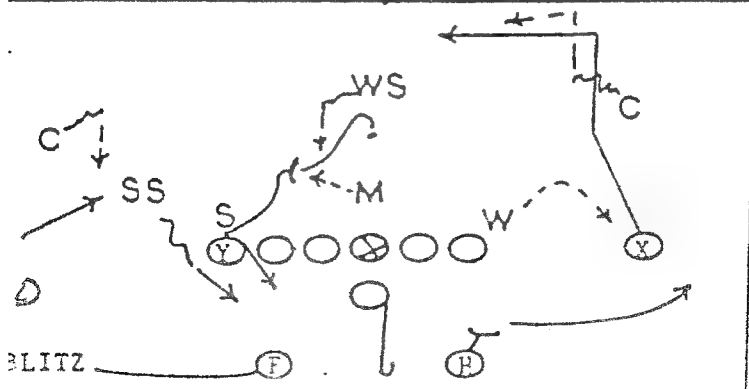
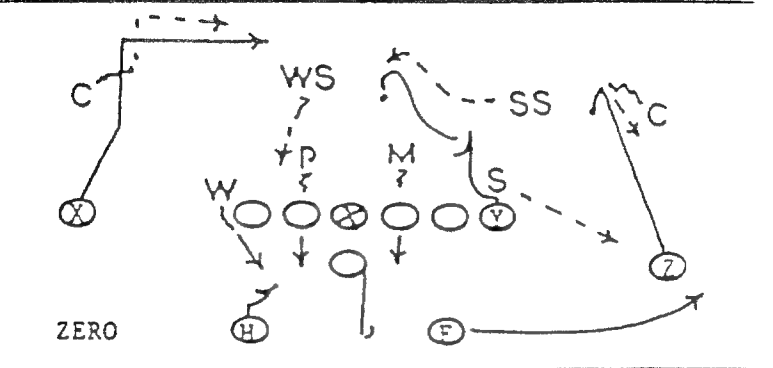
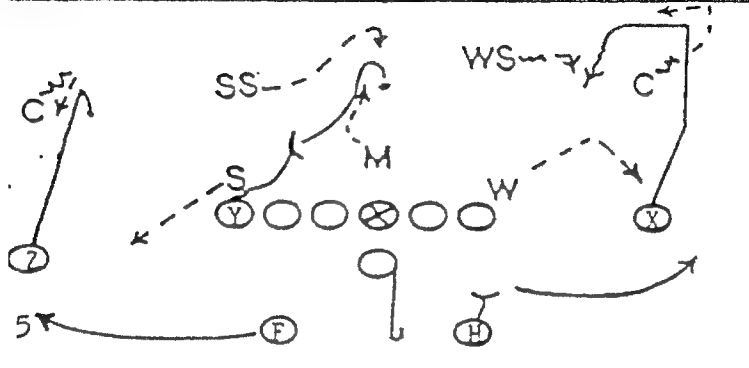
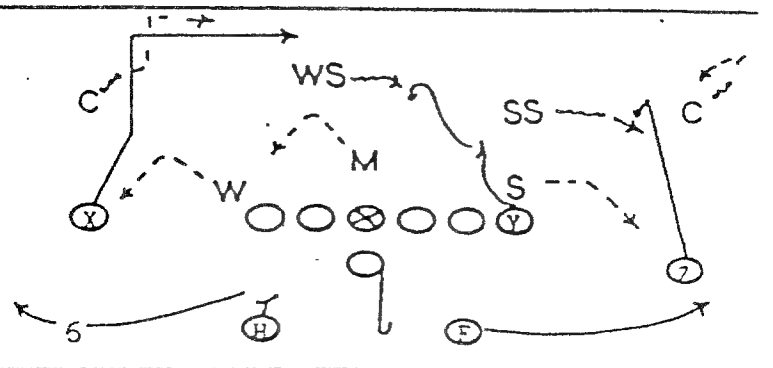
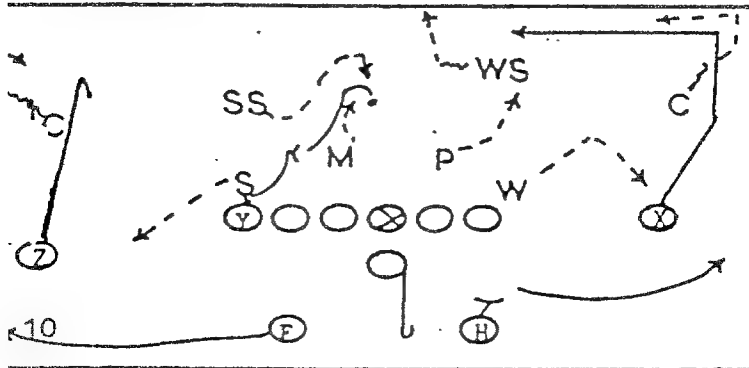
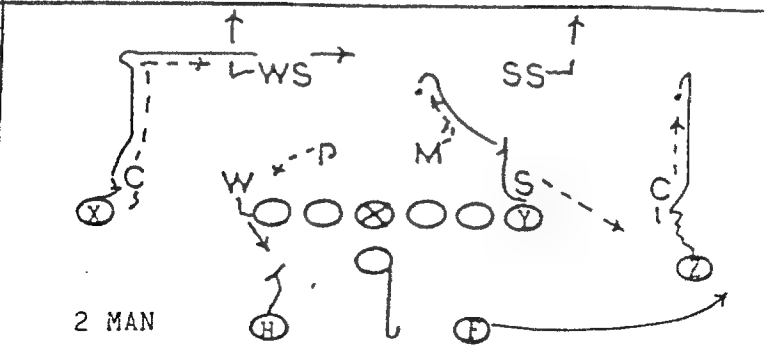
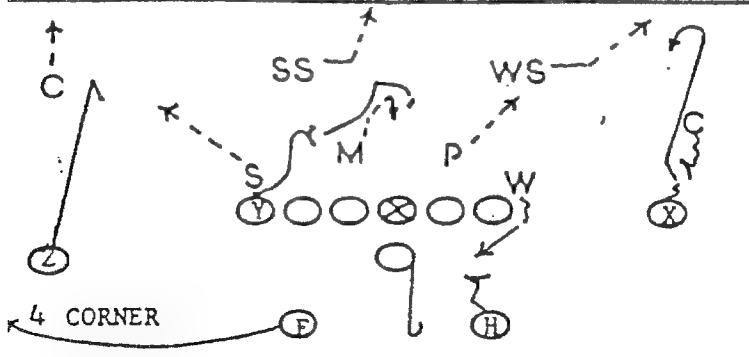
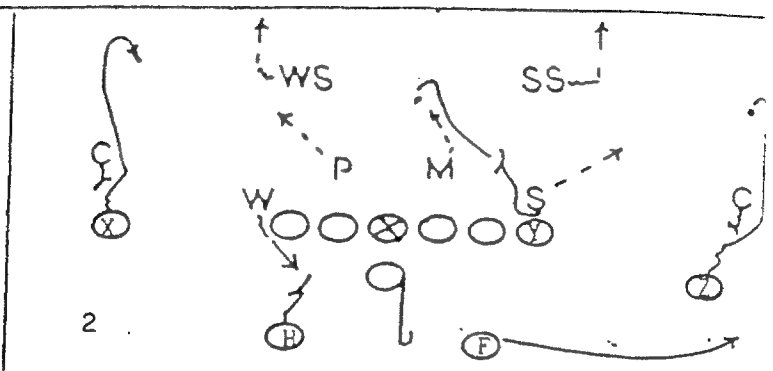
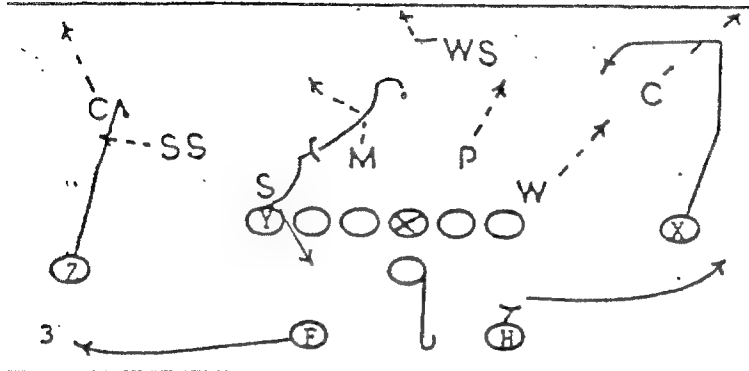
in Pivot. Fade to pivot versus tough corner. Versus safety blitz your side, in safety blitz adjustment.

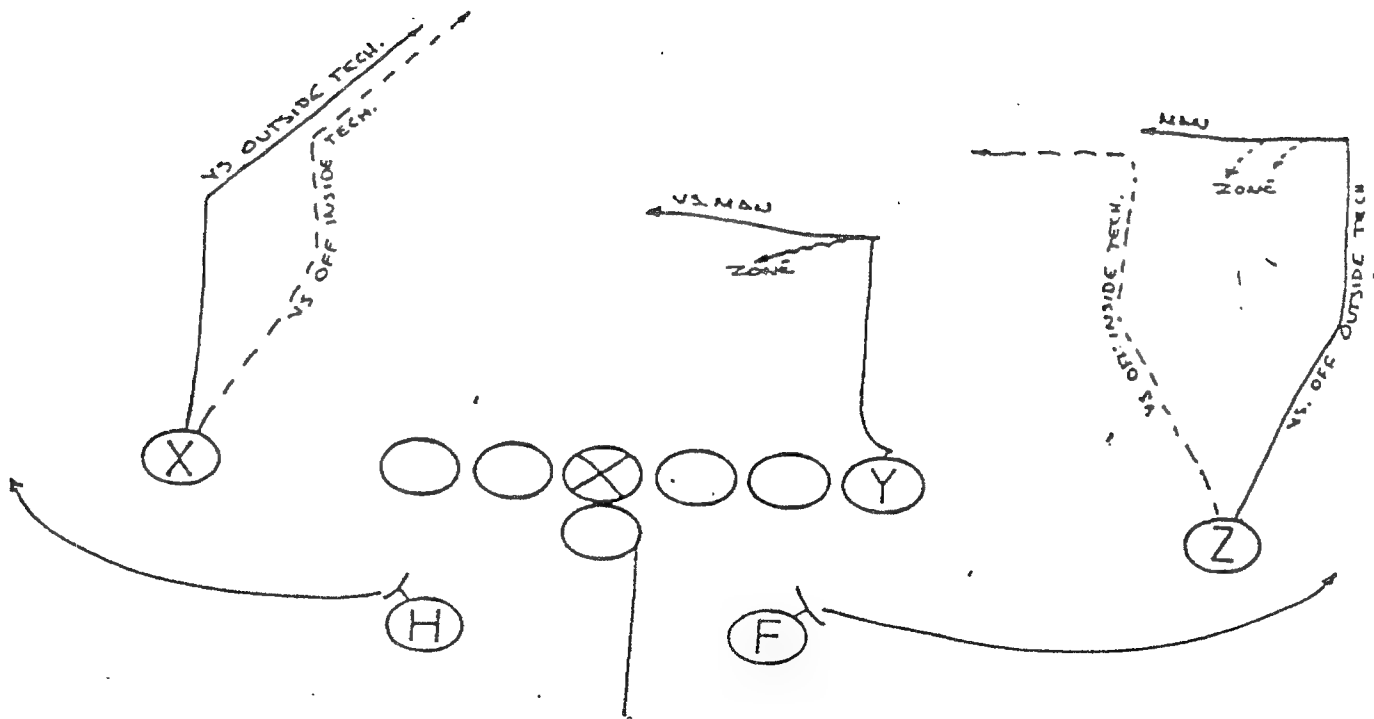
eck, run wide.

at to wide. Hot versus double strong side dog versus 34 front, sam dog versus 43, safety blitz your side.

FROM 7

FROM 6





Step Drop. Work from Y to Z to F.
 Possible throw to X versus coverages with no free safety.
 Versus safety blitz, work to sight adjustment side.

Post. Versus outside technique, clear middle third. Versus inside technique
 Work to beat technique on Post. Versus roll corner, clear safety your side.
 Versus safety blitz your side, run safety blitz adjustment.

12 yard Cross. Versus zones, drift to inside of nearest inside defender.
 Stay on move to inside. Versus safety blitz your side, run safety blitz
 adjustment.

Cross. Versus safety blitz your side, run safety blitz adjustment.

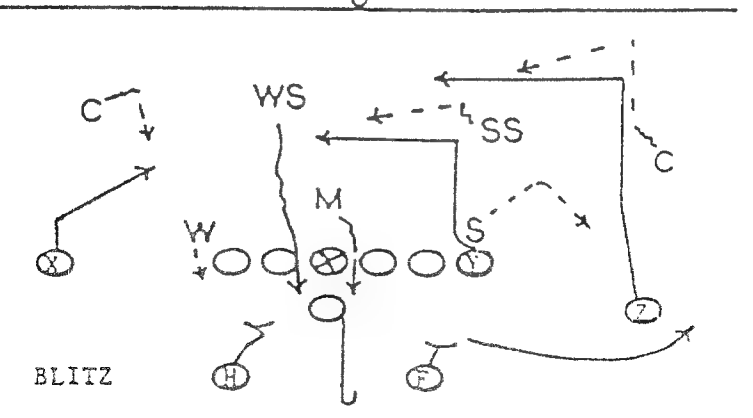
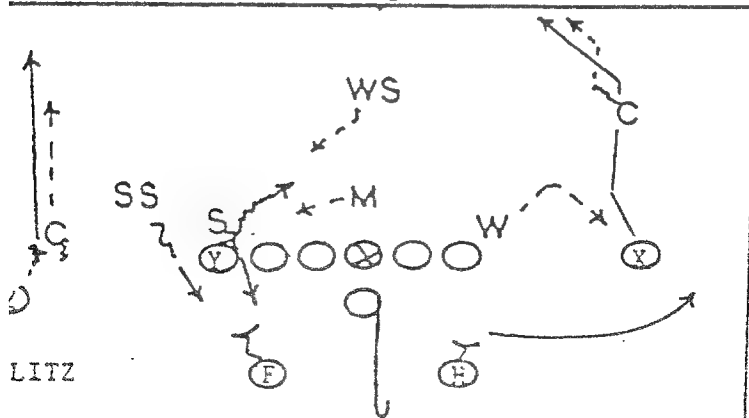
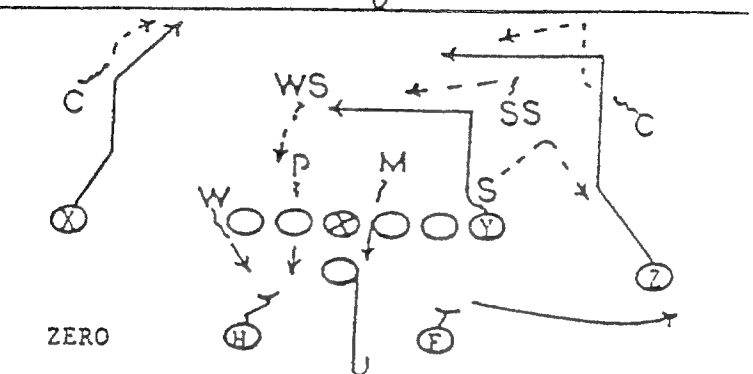
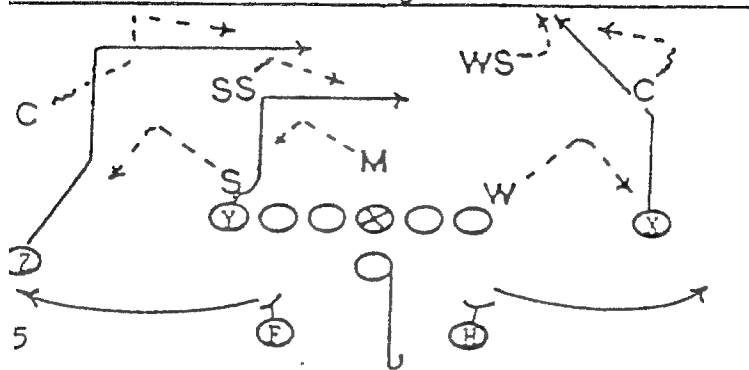
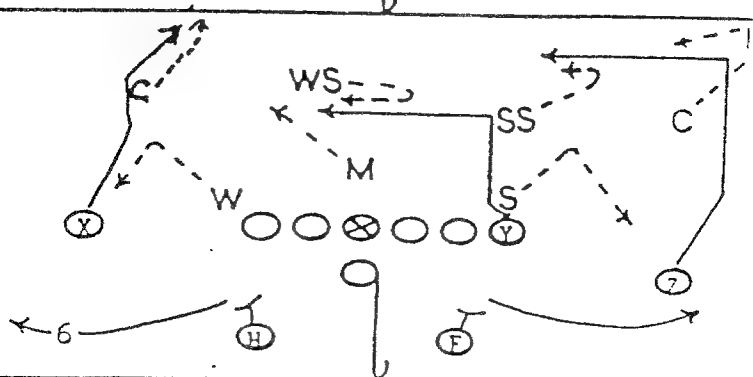
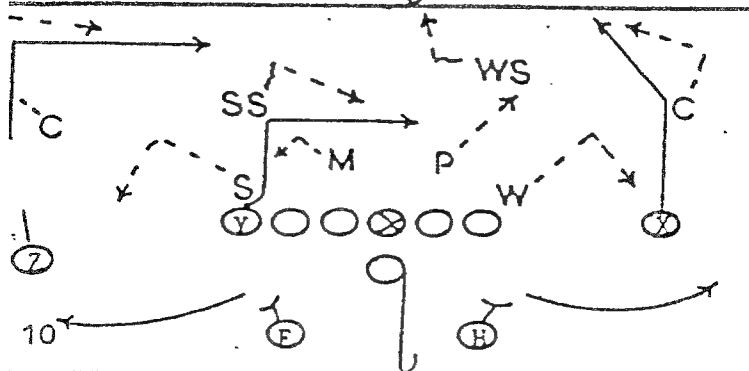
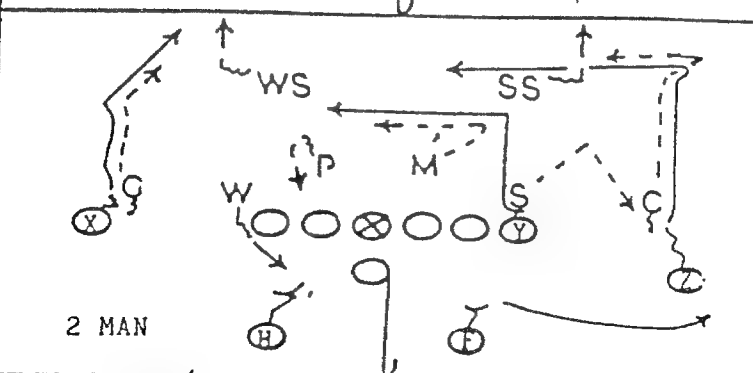
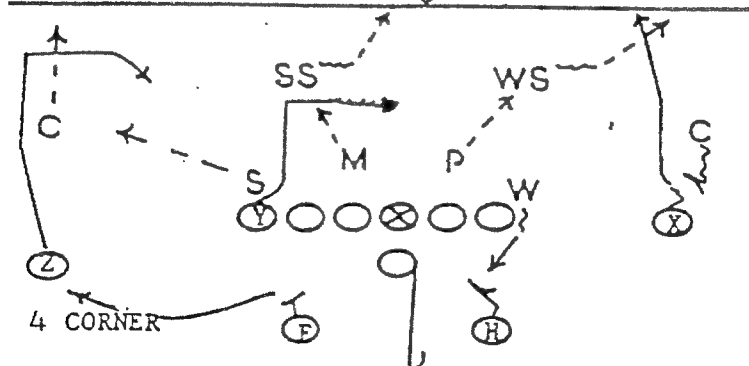
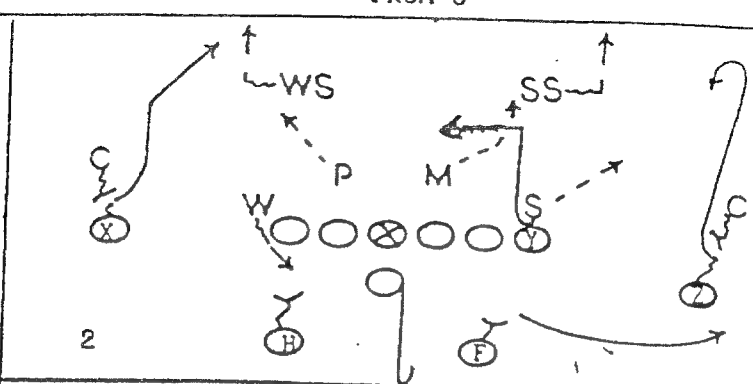
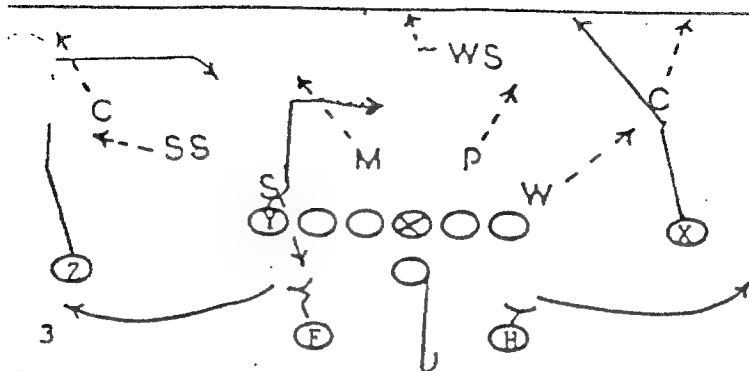
Work, run wide.

Work, run wide.

FROM 7

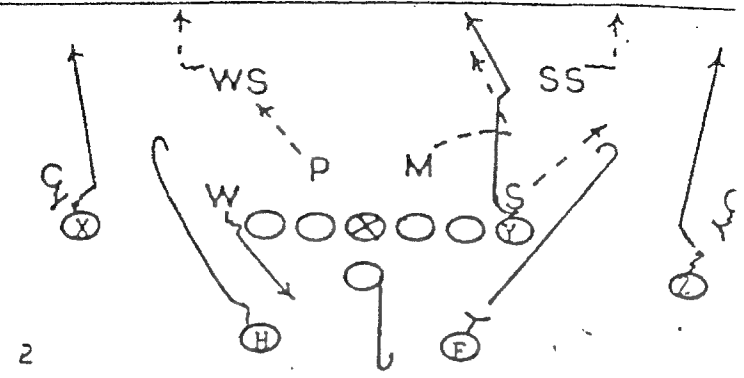
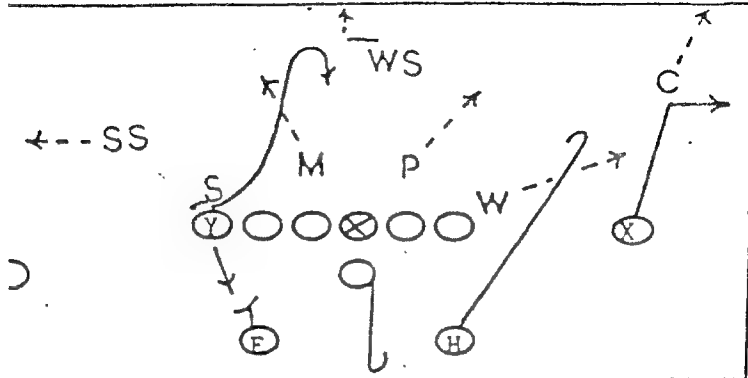
TIGHT 50 DIG

FROM 6



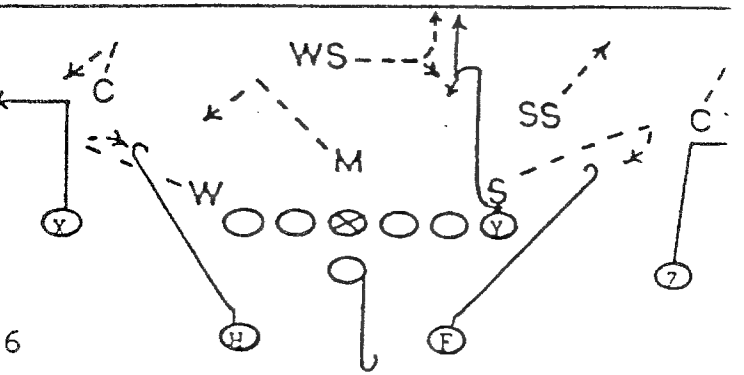
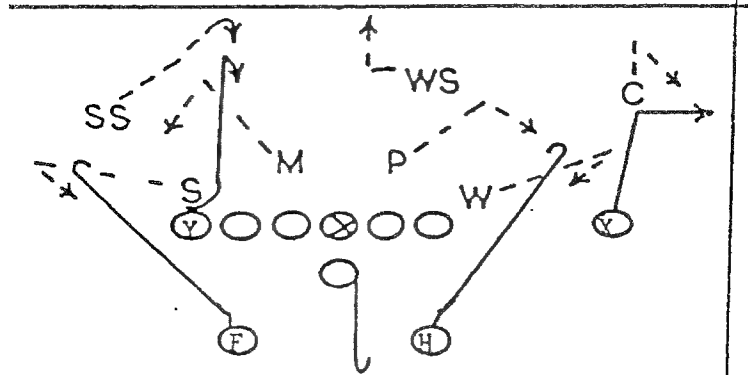
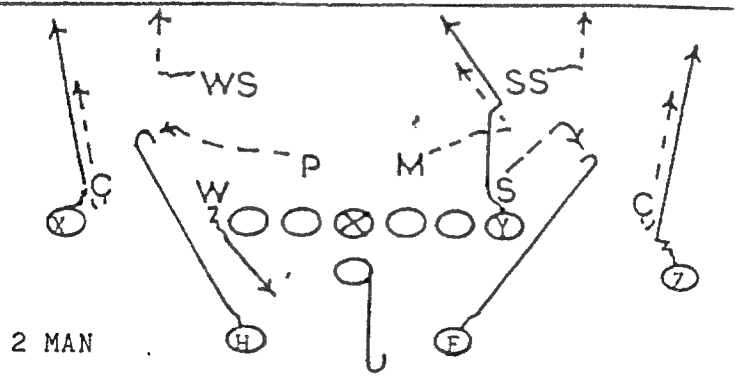
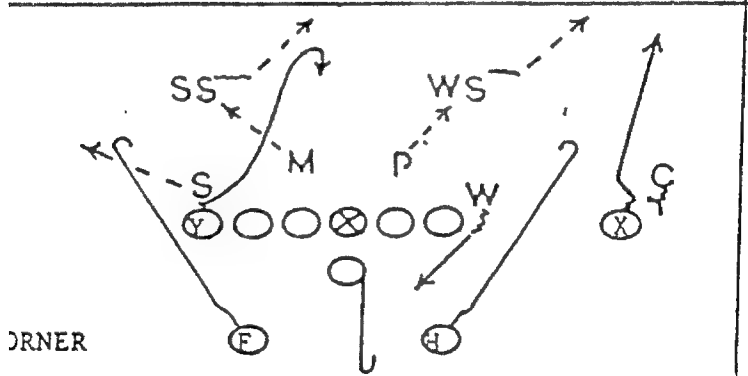
FROM 7

FROM 6



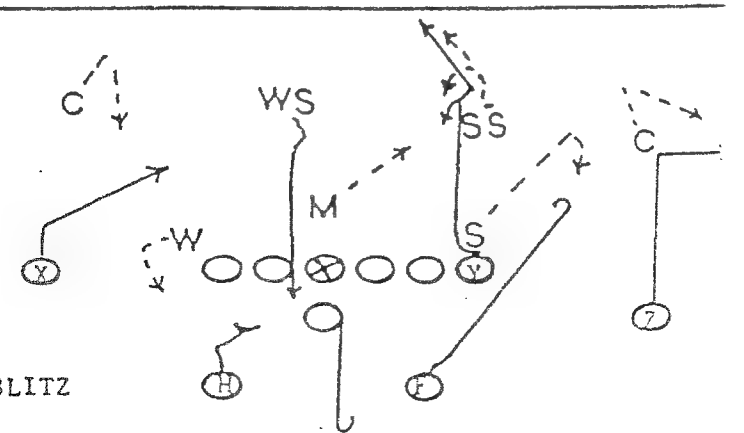
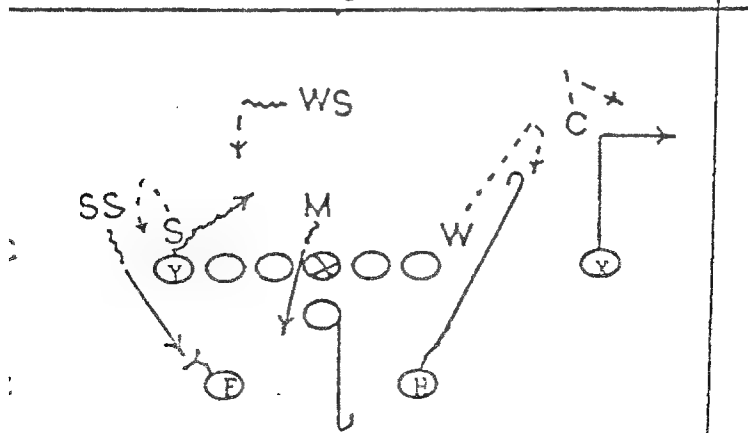
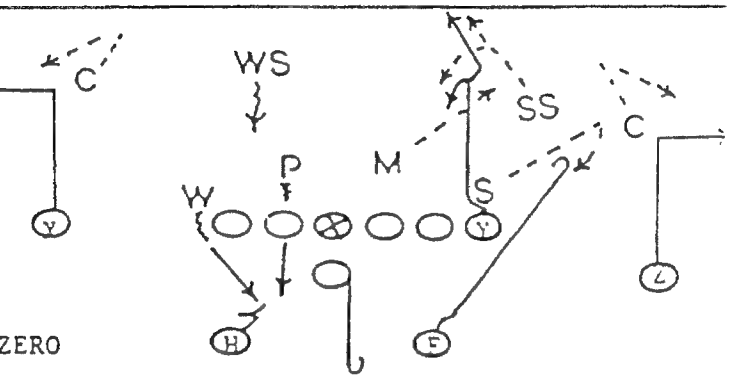
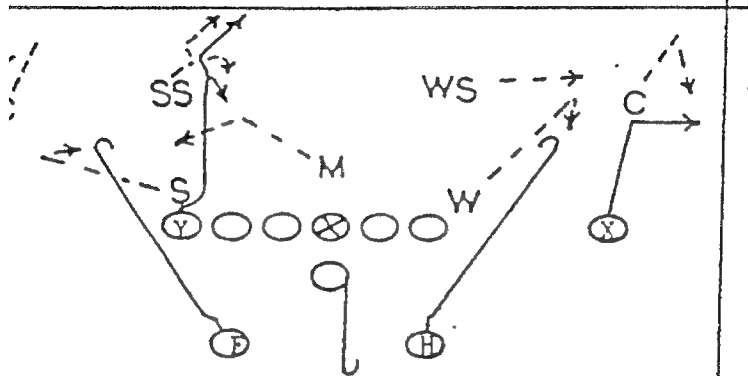
DRNER

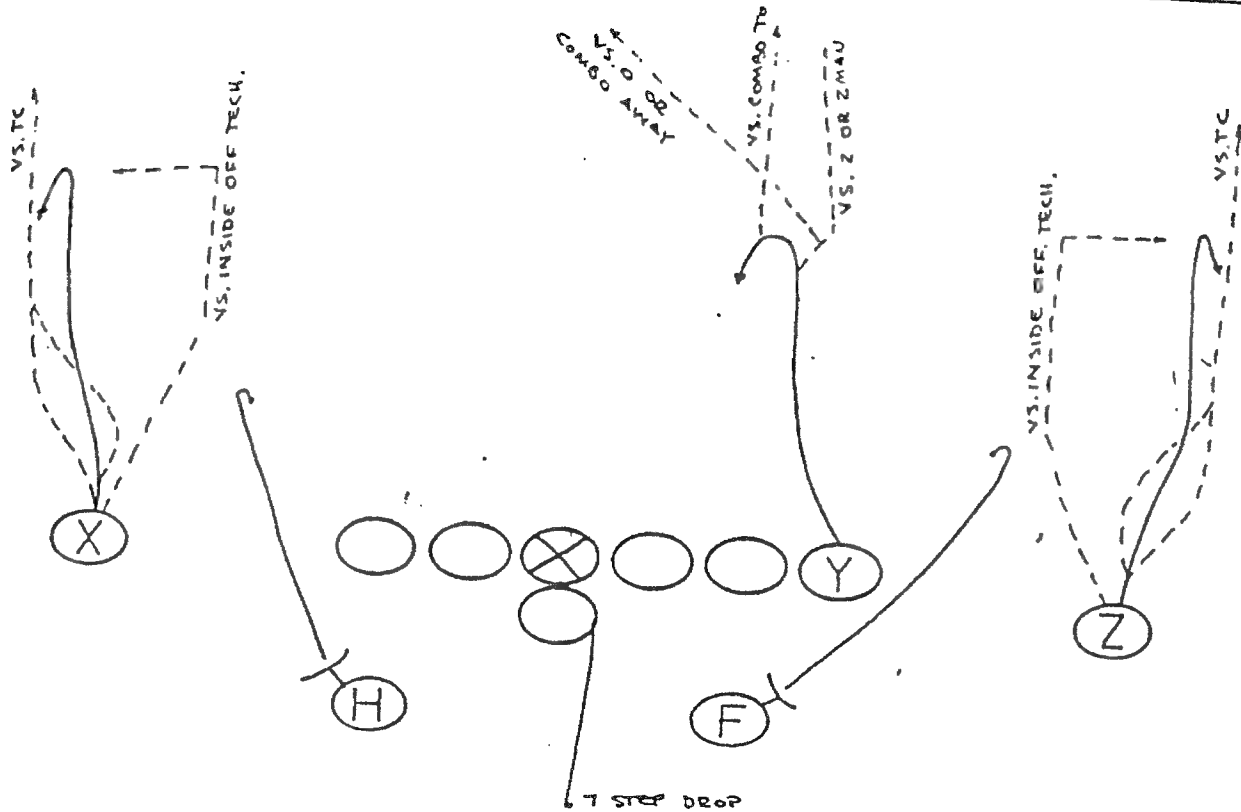
2 MAN



ZERO

BLITZ





7 Step Drop - Key middle, work inside out opposite rotation.
Versus Cover 2 or 2 Man, work middle to X to H.
Versus safety blitz work to sight adjustment side.

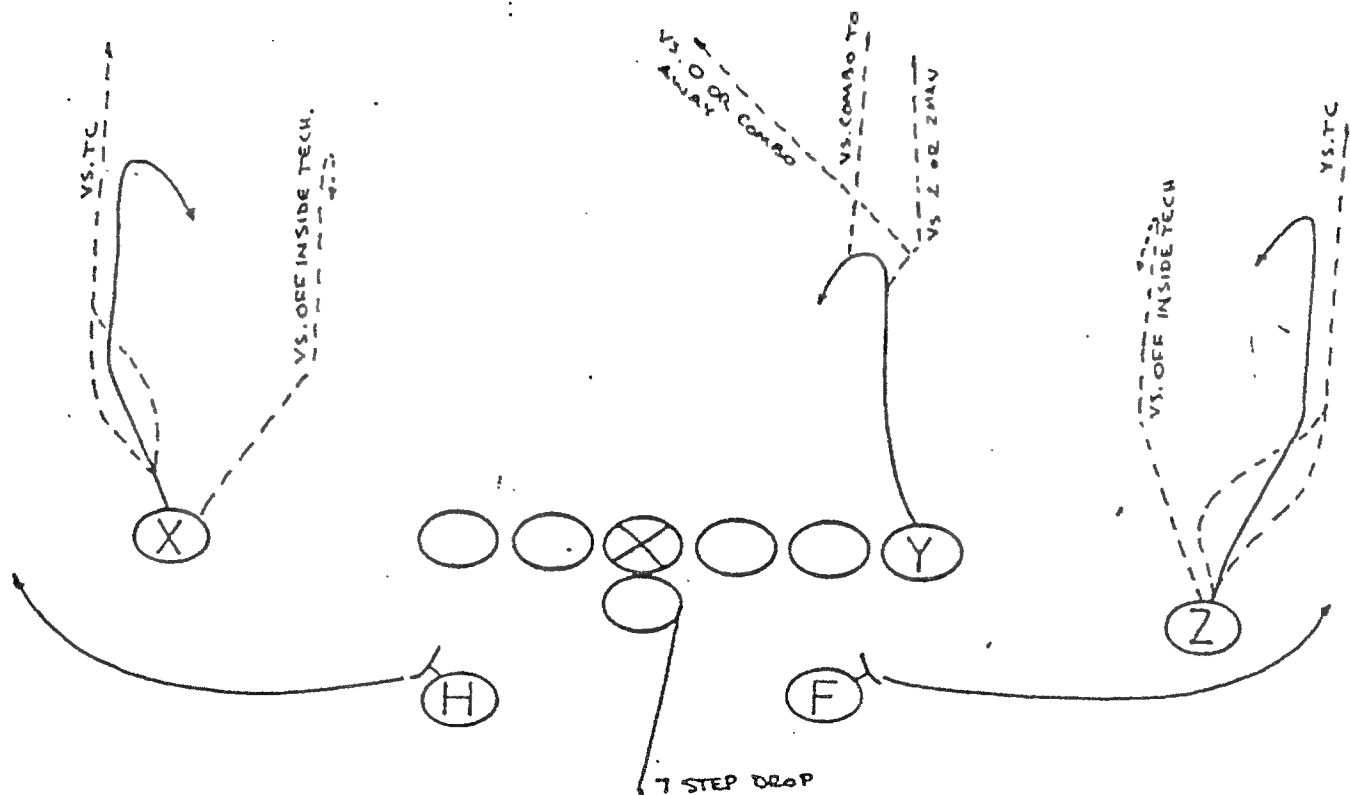
5 Cut - (come back) run streak adjustment versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

Inside release if possible and run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

5 Cut (come back) run streak adjustment versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

Check, run stop.

Check, run stop.

QB

7 Step Drop - Key middle, work inside out opposite rotation.
 Versus Cover 2 or 2 Man, work middle to X to H.
 Versus safety blitz, work to sight adjustment side.

X

5 Cut (Hook) - run Streak adjustment versus tough corner.
 Versus safety blitz your side, run safety blitz sight adjustment.

Y

Inside release if possible and run middle read.
 Versus safety blitz your side, run safety blitz sight adjustment.

Z

6 Cut (Hook) - run Streak adjustment versus tough corner.
 Versus safety blitz your side, run safety blitz sight adjustment.

I

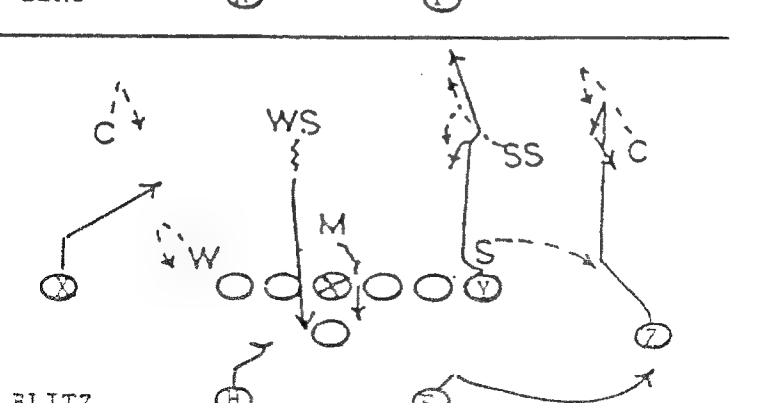
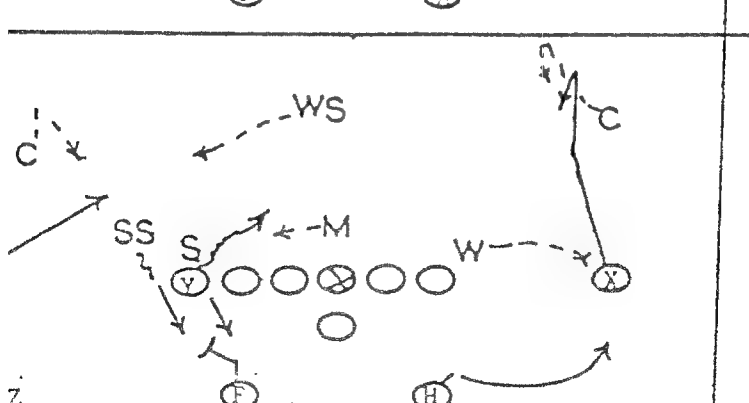
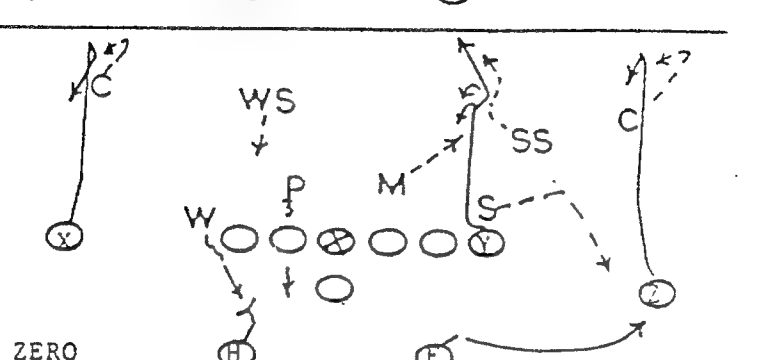
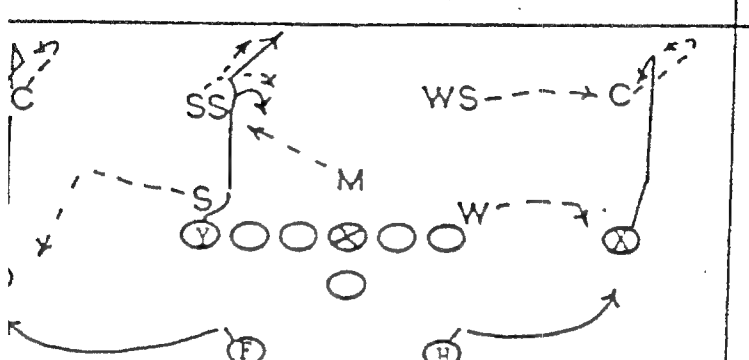
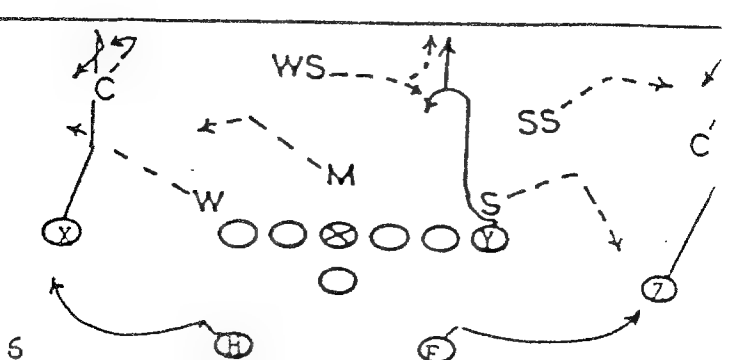
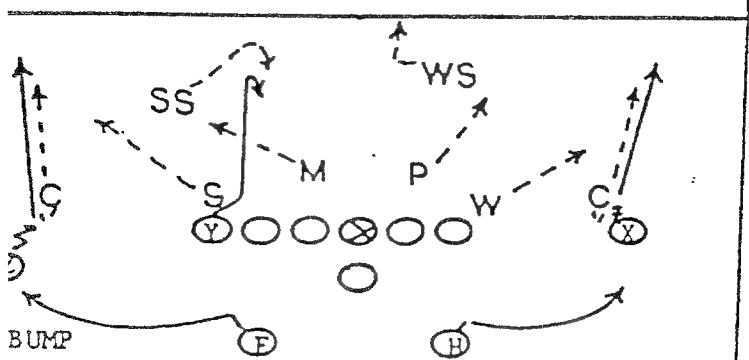
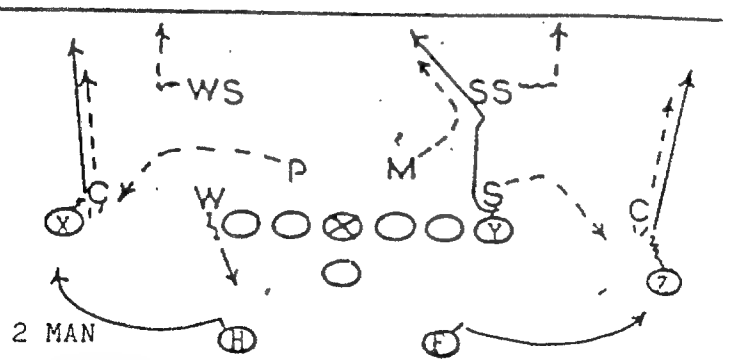
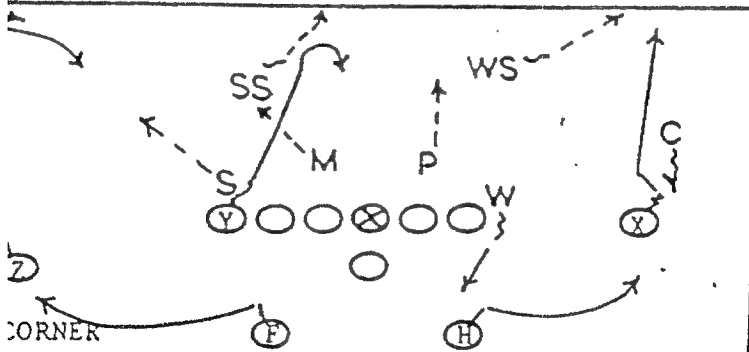
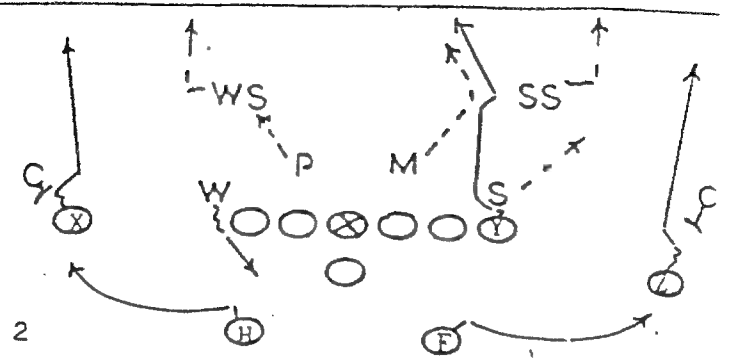
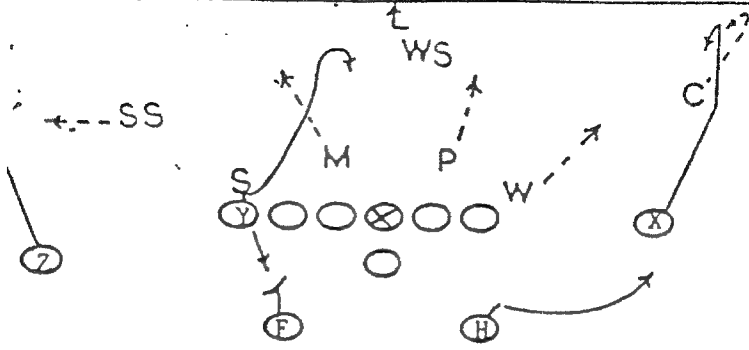
Check, run wide.

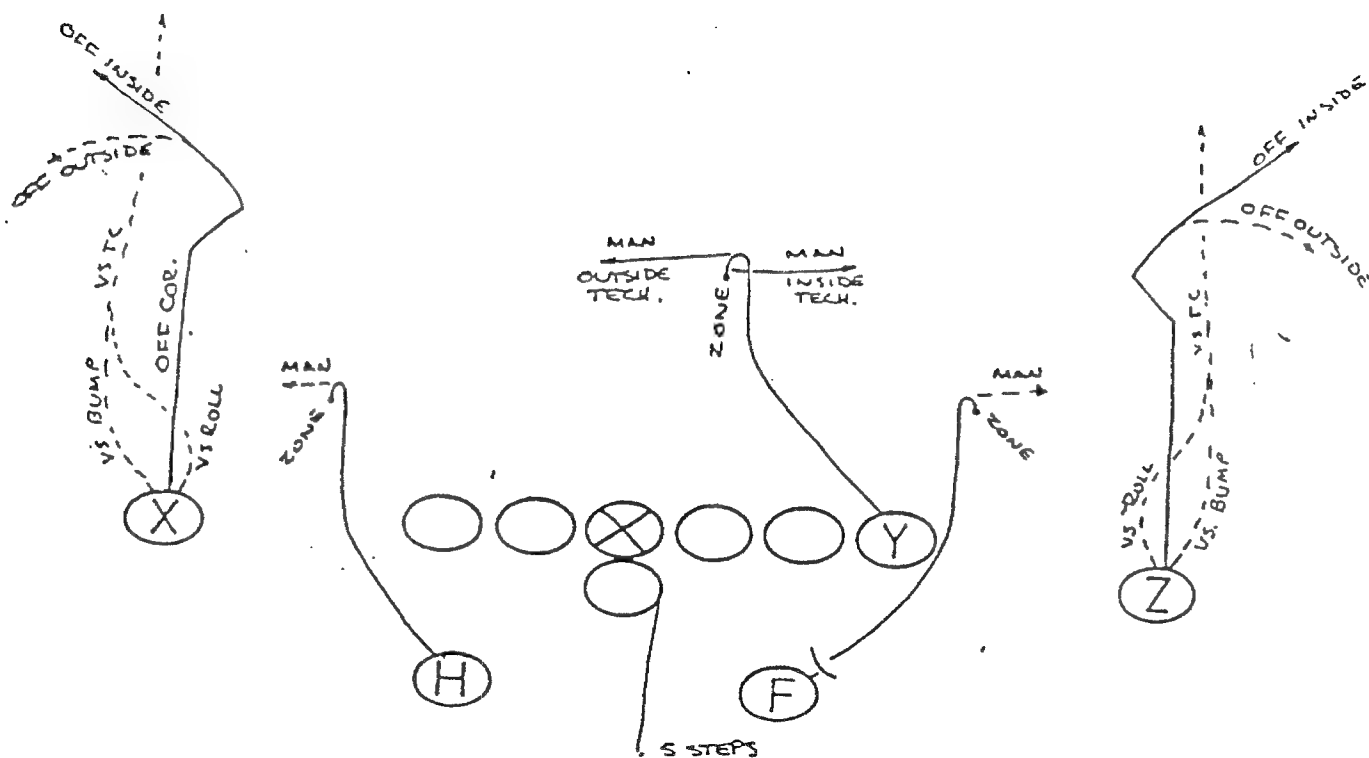
H

Check, run wide.

FROM 7

FROM 6





QB

5 Step Drop. Key middle for rotation. Work from Y to shake opposite rotation to the back away from rotation. Versus 2 or 2 Man coverage, work from Y to Z to F. Versus safety blitz, work to sight adjustment side.

X

Run 7 cut (shake). Run Streak Adjustment vs. tough corner. Versus safety blitz your side, run safety blitz adjustment.

(

Run choice. Versus safety blitz your side, run safety blitz adjustment.

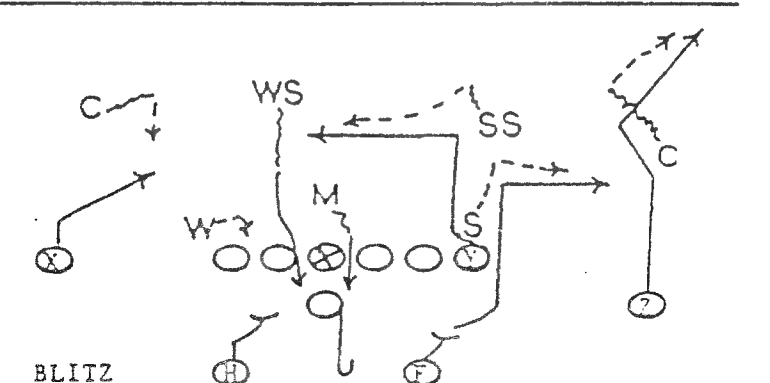
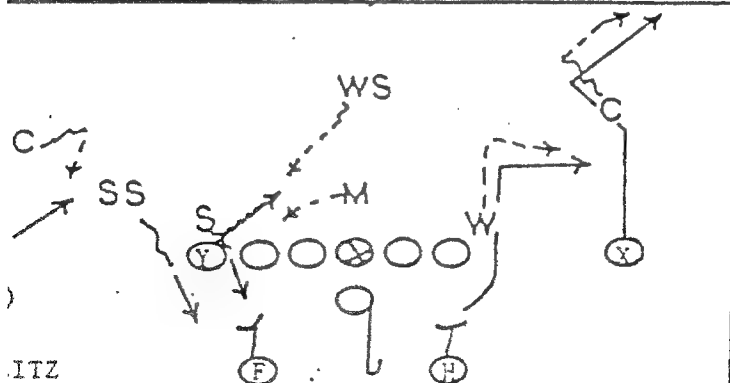
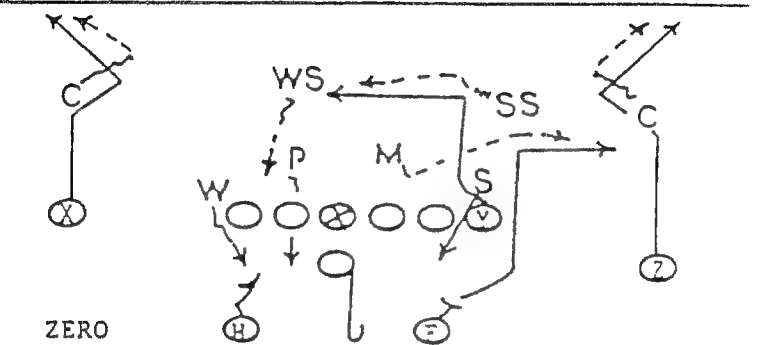
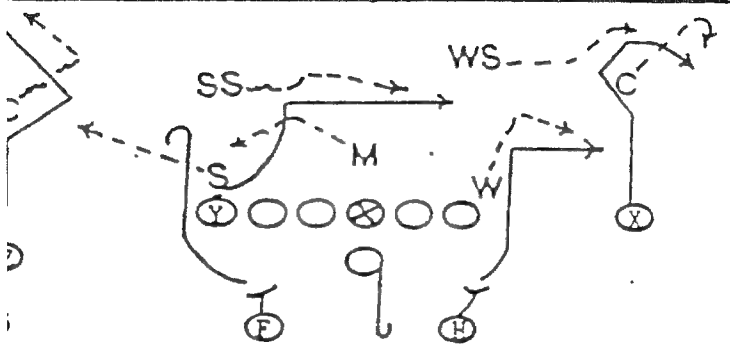
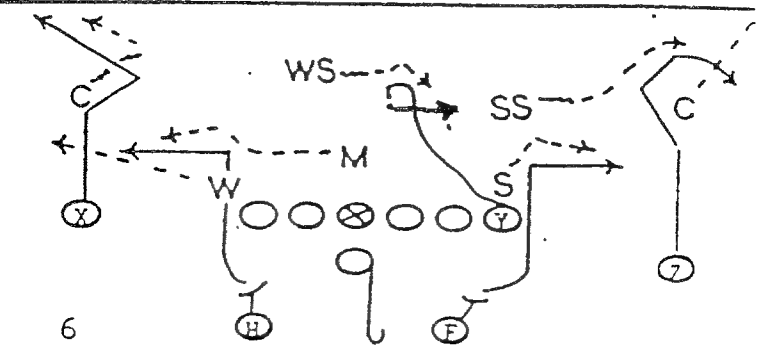
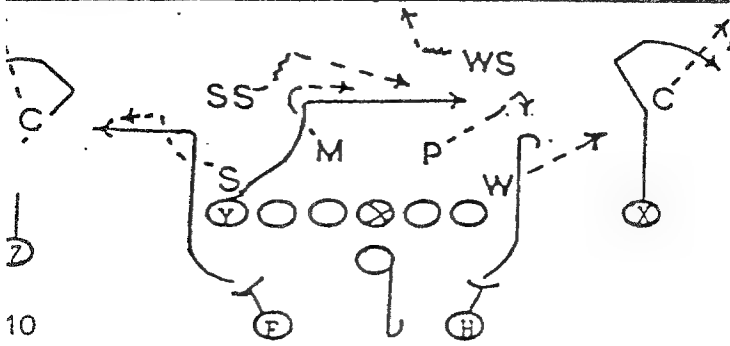
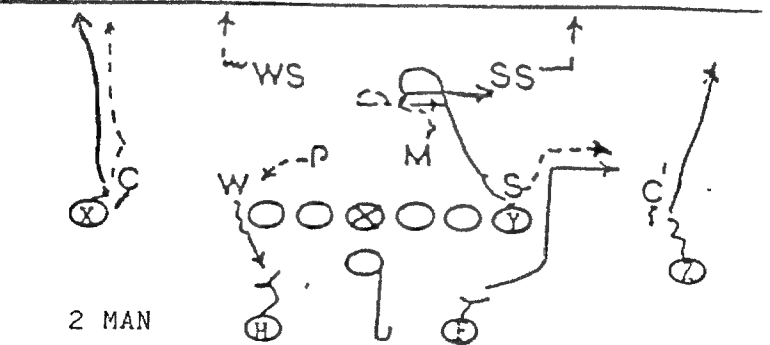
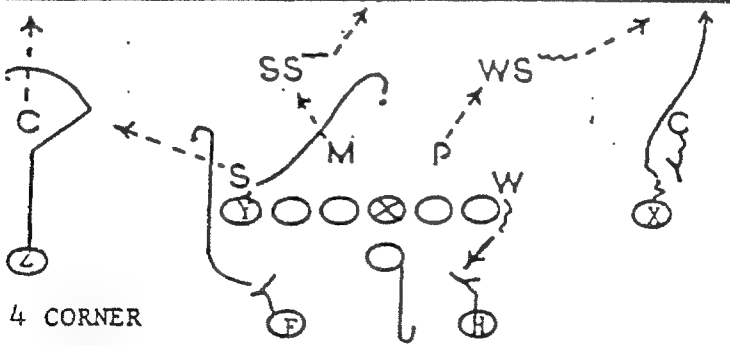
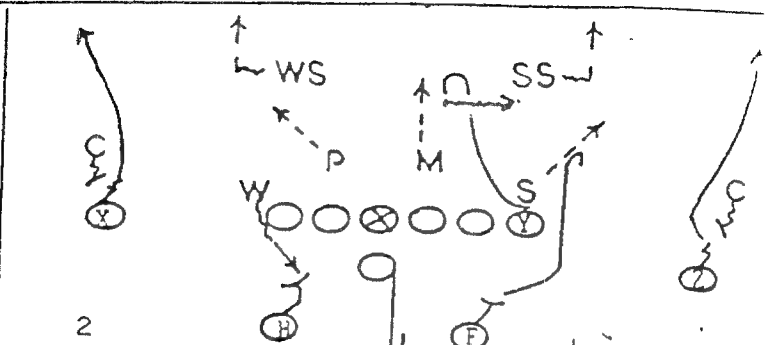
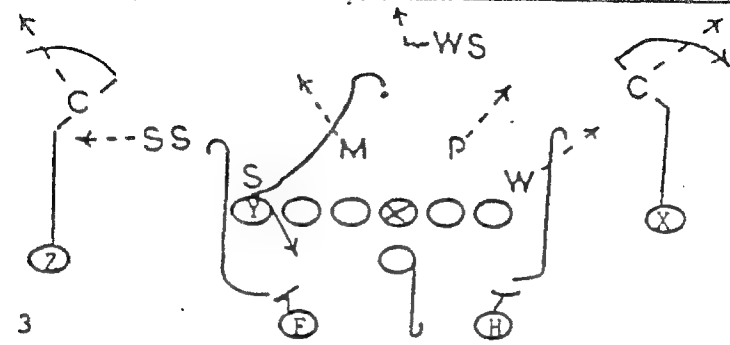
Run 7 cut (shake). Run Streak Adjustment vs. tough corner. Versus safety blitz your side, run safety blitz adjustment.

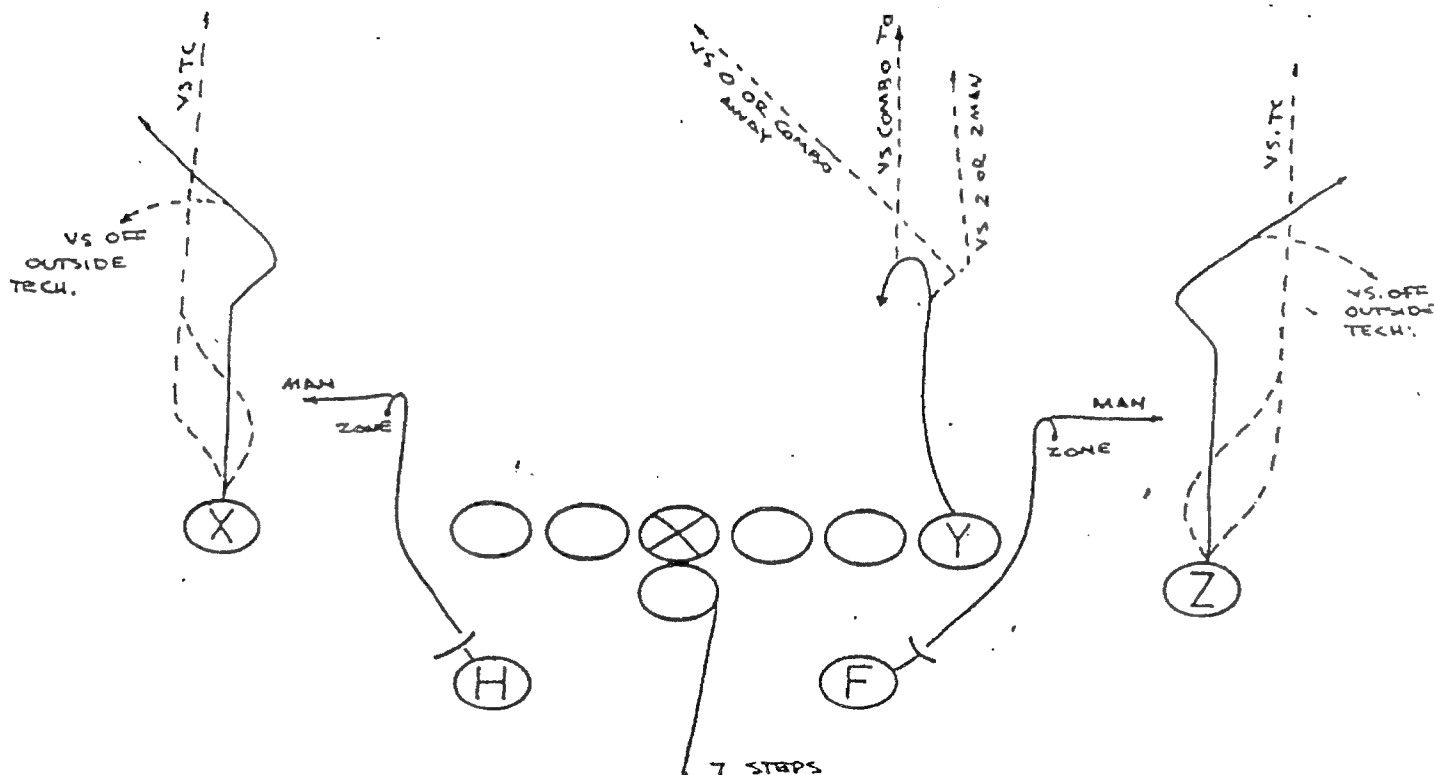
Check, run fan.

Check, run fan.

FROM 7

FROM 6





QB

7 Step Drop - Key middle, work inside out opposite rotation.
Versus Cover 2 or 2 Man, work middle to X to H.
Versus safety blitz, work to sight adjustment side.

X

7 Cut (Shake). Run Streak adjustment versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Inside release if possible and run middle read.
Versus safety blitz your side, run safety blitz sight adjustment.

Z

7 Cut (Shake). Run Streak adjustment versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

F

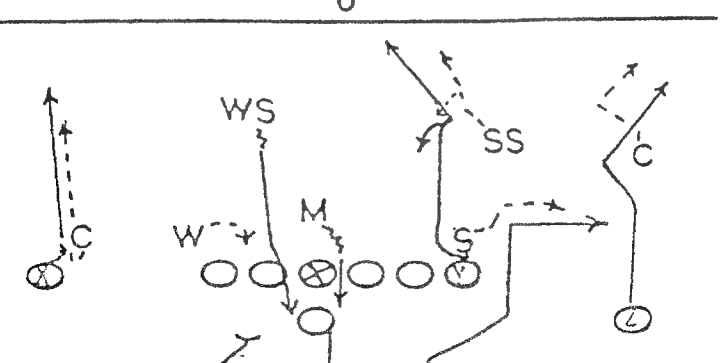
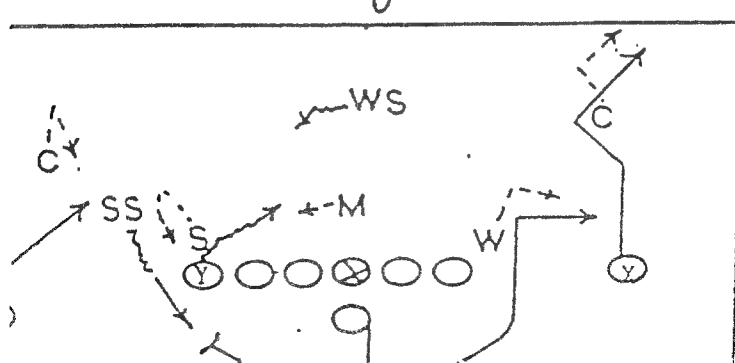
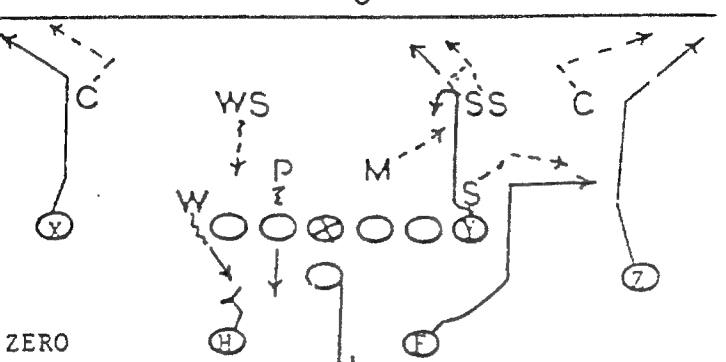
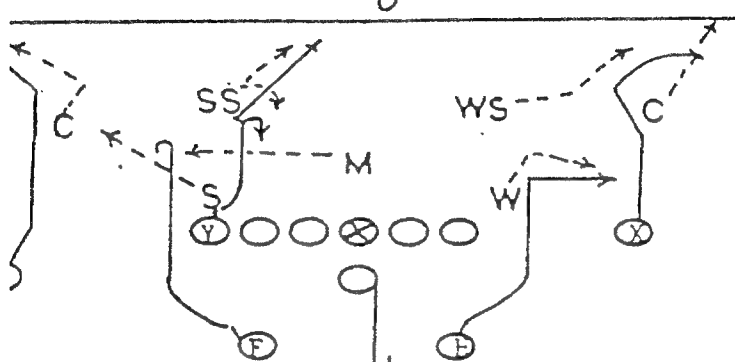
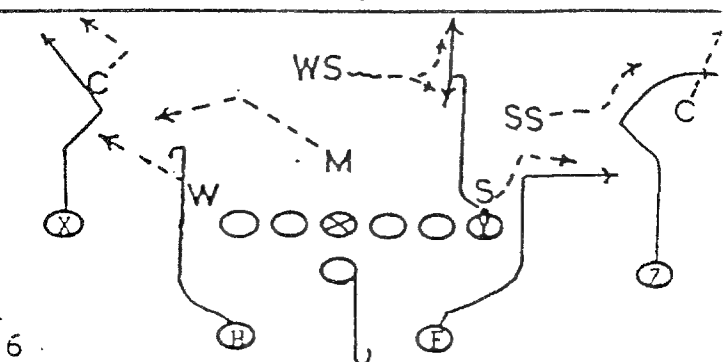
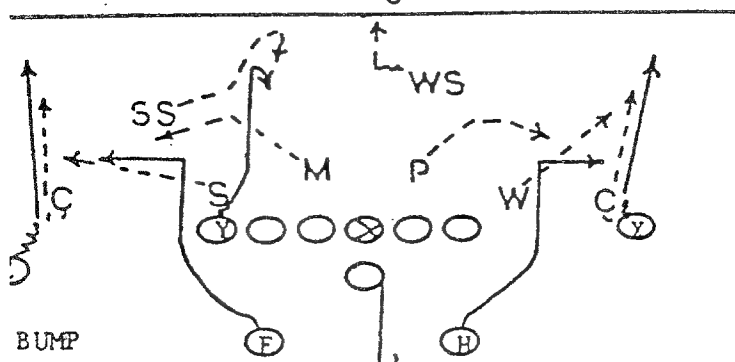
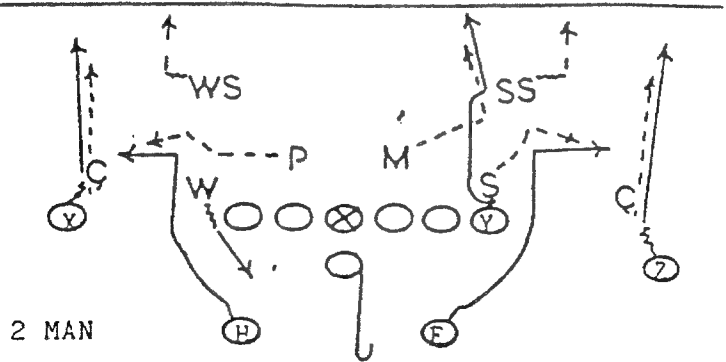
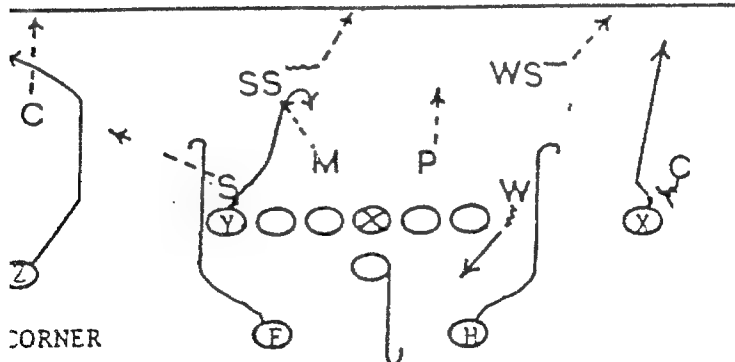
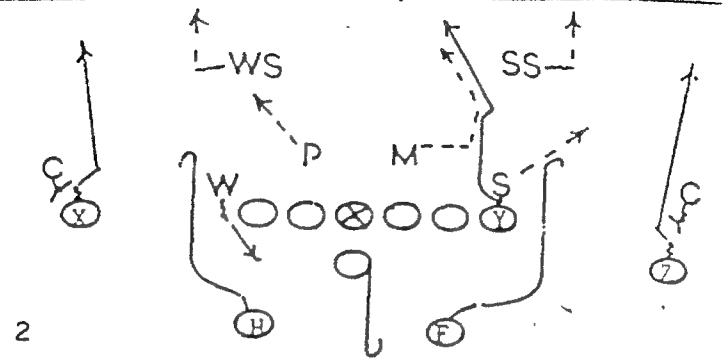
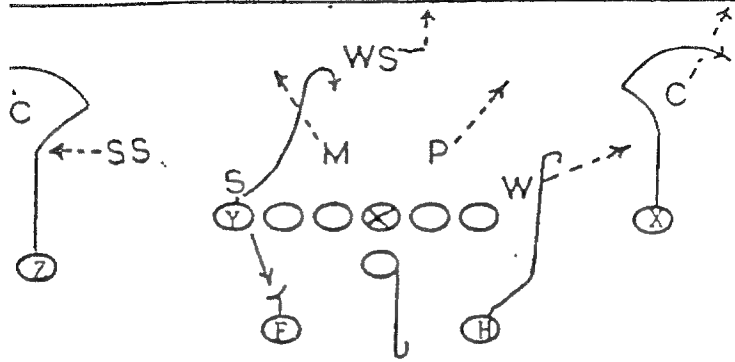
Check, run fan.

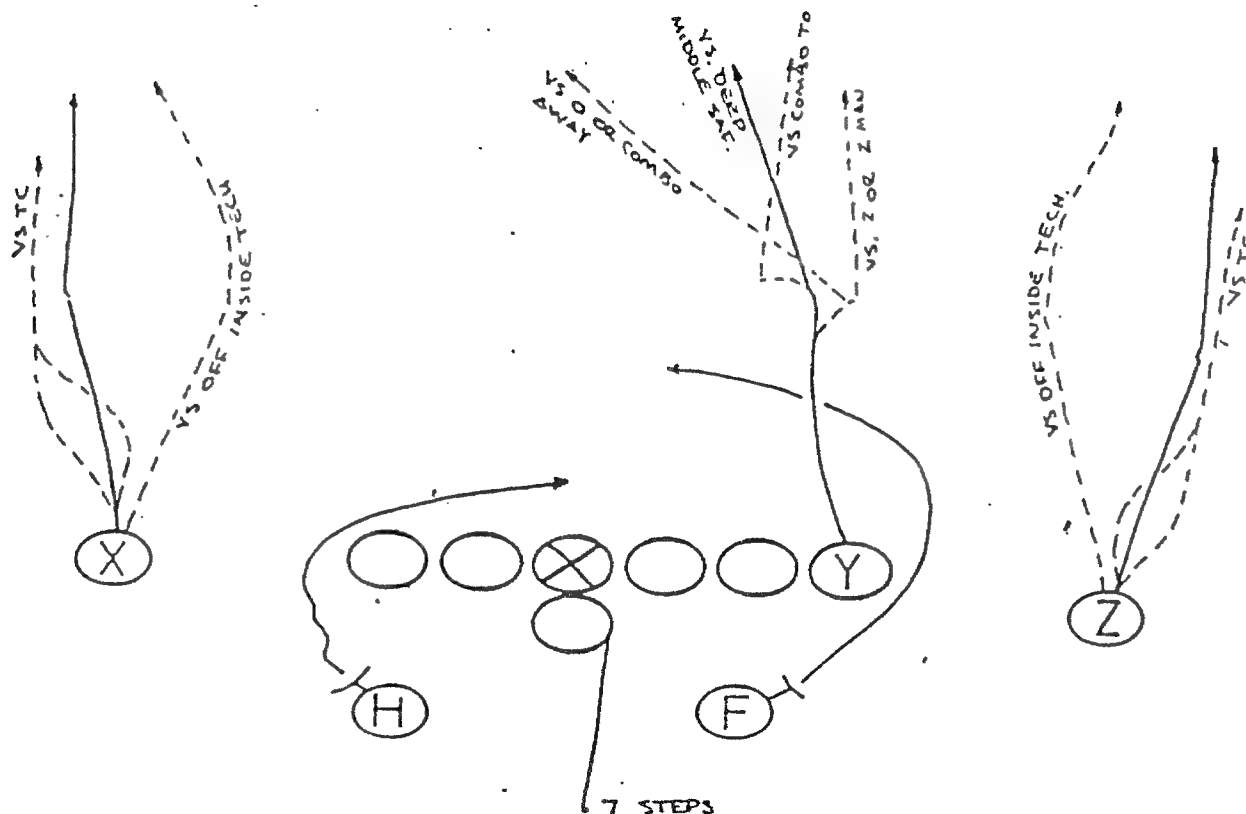
H

Check, run fan.

FROM 7

FROM 6





QB

7 Step Drop - Key middle, work outside in, opposite direction.
Versus Cover 2 or 2 Man, work middle to backs.
Versus safety blitz, work to sight adjustment side.

X

9 Cut (Streak). Stay on Streak versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

When "Backs Cross" is called, stay on any deep portion of middle read. (No Hook possibilities.) If any other flare control for backs is called, run regular middle read. Versus safety blitz your side, run safety blitz sight adjustment.

Z

9 Cut (Streak). Stay on Streak versus tough corner.
Versus safety blitz your side, run safety blitz sight adjustment.

F

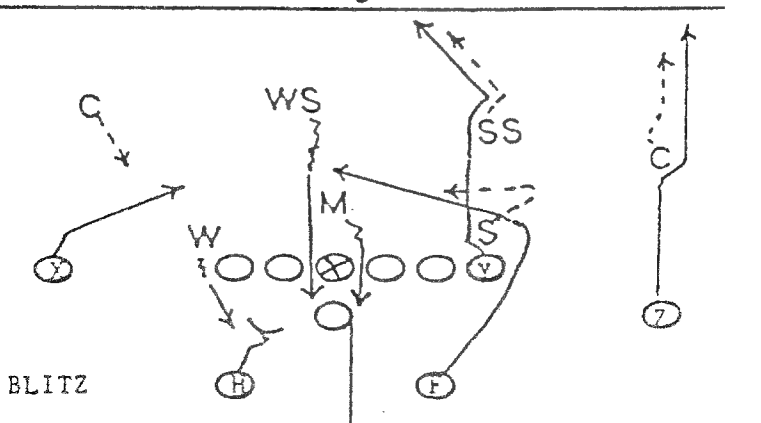
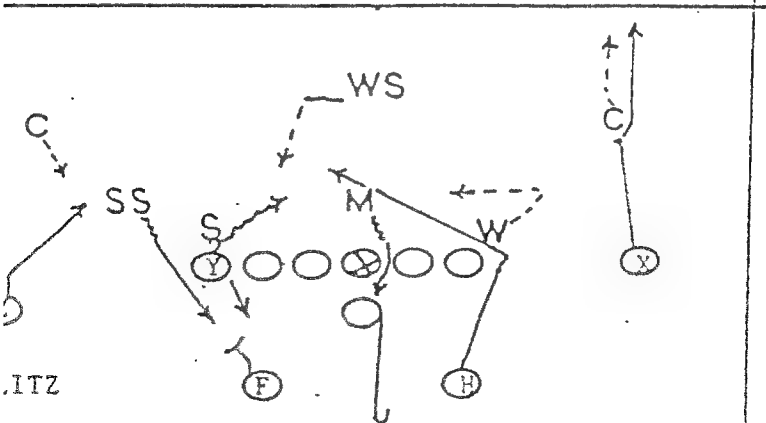
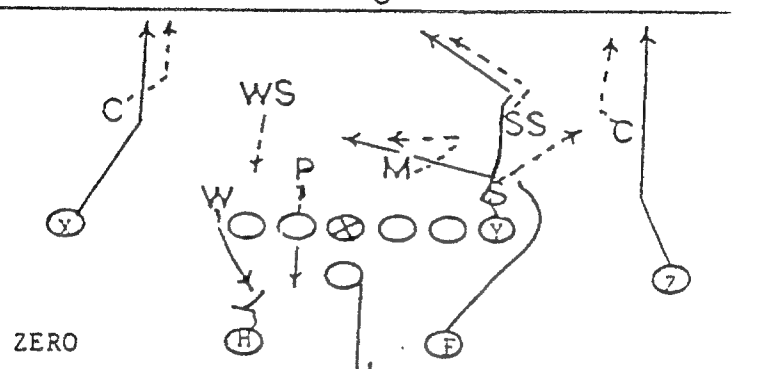
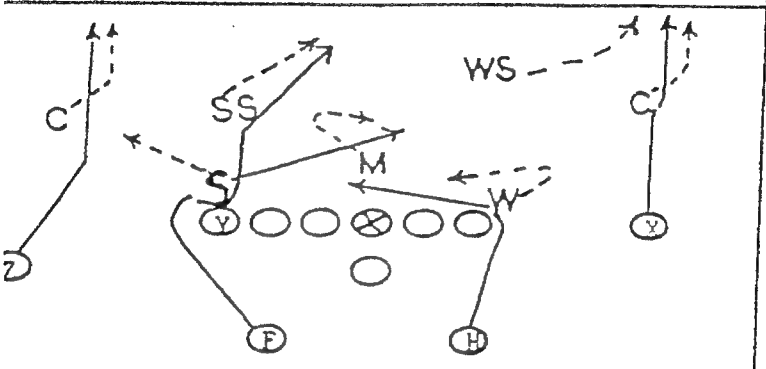
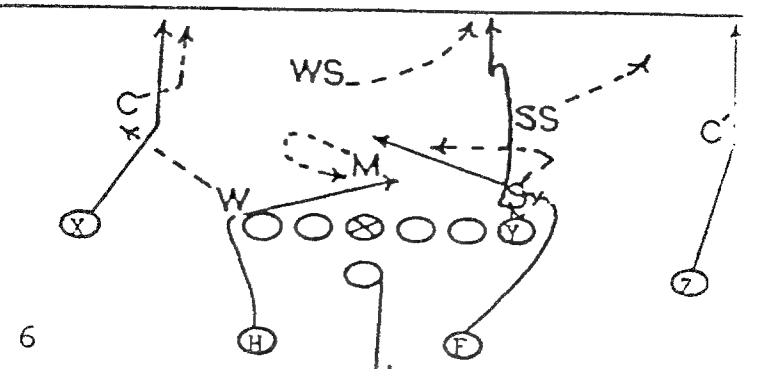
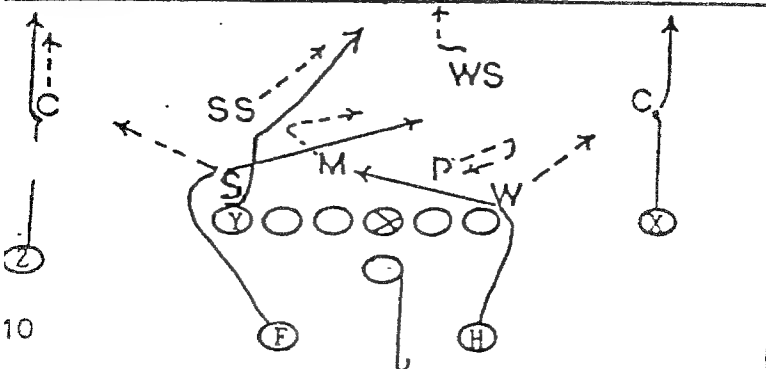
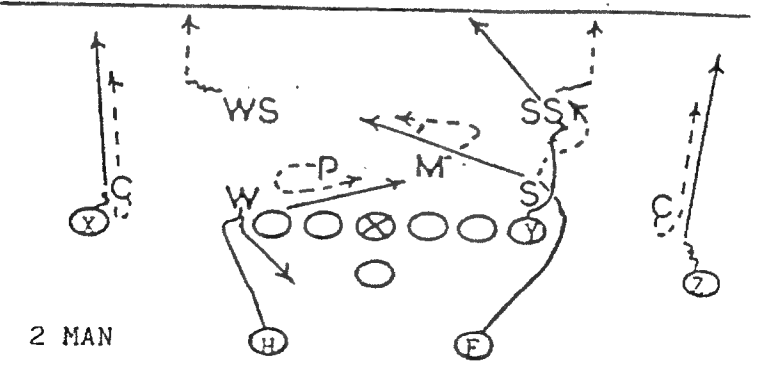
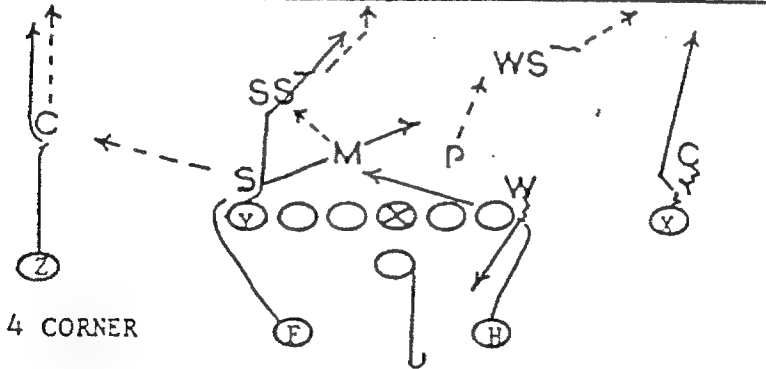
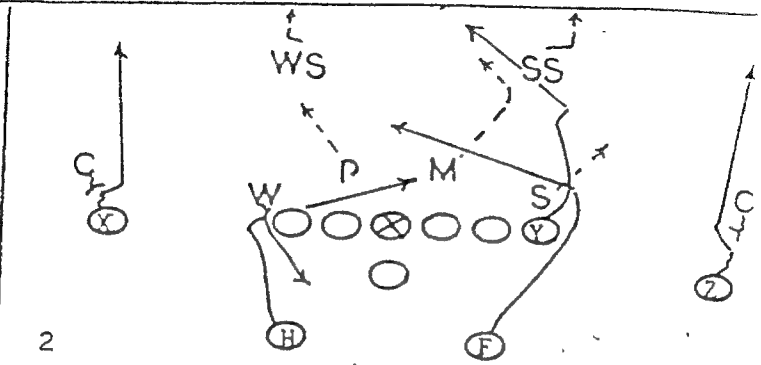
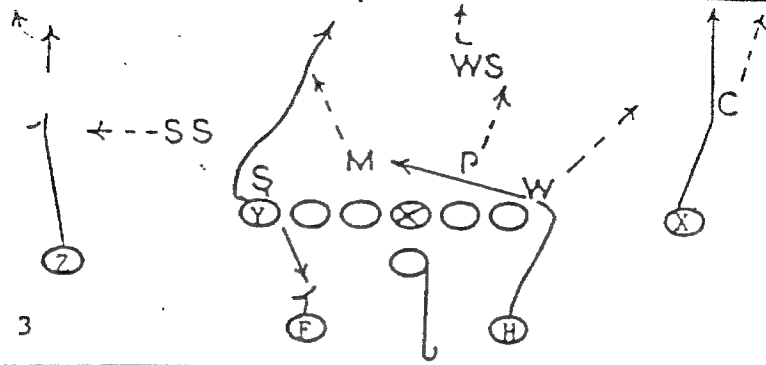
Check, run cross.

H

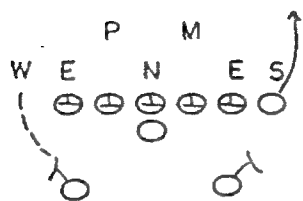
Check blitz run cross.

FROM 7

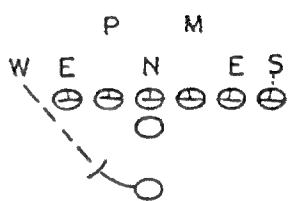
FROM 6



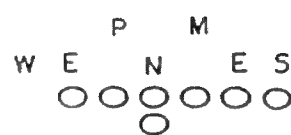
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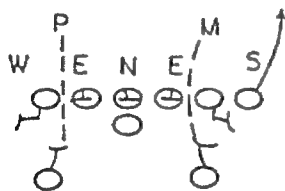
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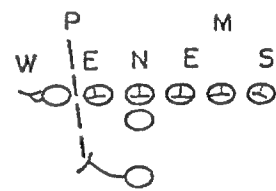
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34 DBL. EAGLE



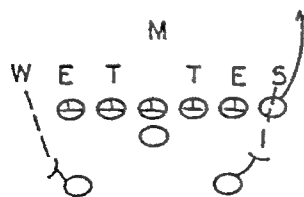
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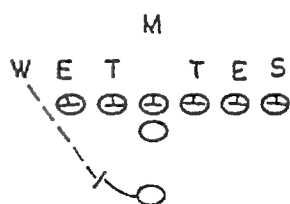
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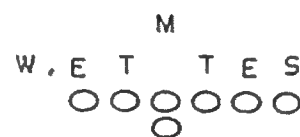
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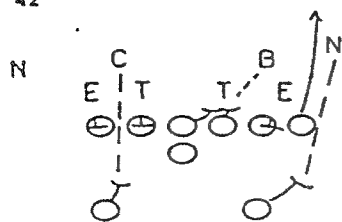


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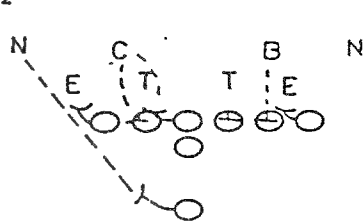


NICKEL FRONTS

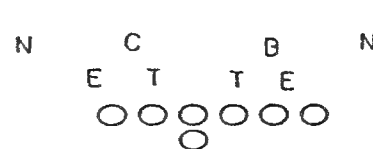
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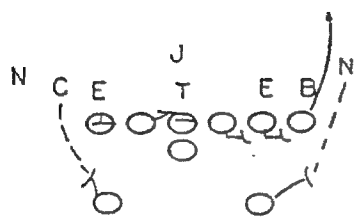
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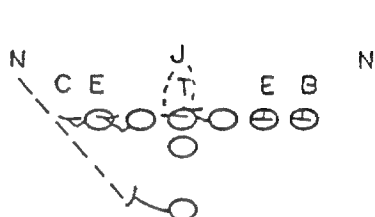
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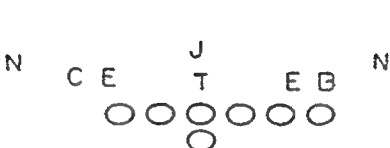
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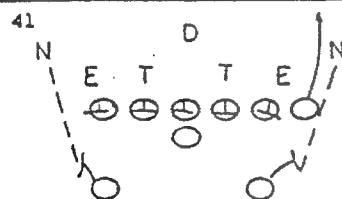


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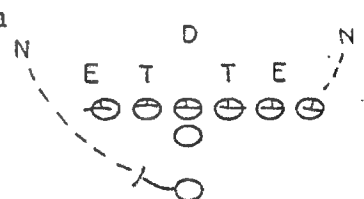


DIME FRONTS

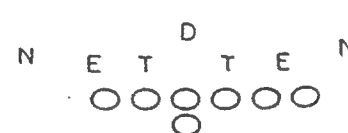
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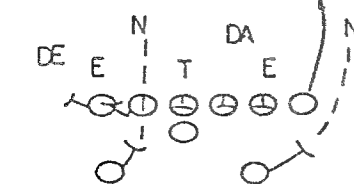
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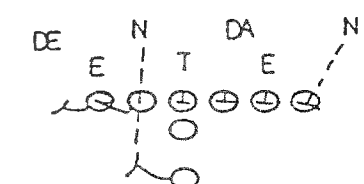
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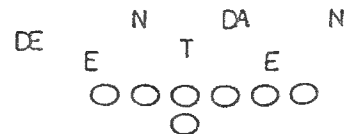
32



32



32



60 SERIES

60 SERIES PROTECTION

(SLIDE PRINCIPLE)

I. BASIC PRINCIPLE

This 6 man protection free releases four receivers (X,Y,Z,H) and utilizes six men to protect. Throw hot to Y only when Mike and Sam both dog (couple). F dual, read Mike and Sam. The line slides weak.

II. VERSUS 34/35/OKIE

- A. The line slides weak and is responsible for both De's, noseman, Peg and Wanda. Sift the weakside defensive back blitz.
- B. F dual, read Mike and Sam. Scan for safety to strongside.
- C. Blitz adjustment: For all receivers it takes a DB and one LB to your side. (Takes one plus)

III. VERSUS 43

- A. The line is responsible for both DE's, both DT's and Wanda. Sift the weakside DB blitz.
- B. F dual, read Mike and Sam. Scan for strongside safety.
- C. Blitz adjustments: For all receivers it takes one DB to your side. (Takes one)

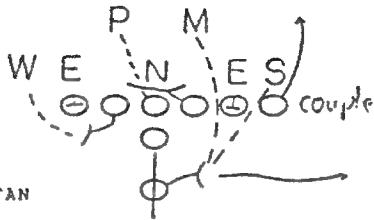
IV. VERSUS SUBSTITUTED DEFENSES: NO HOT READS

- A. 42 & 33 (total 6) (NICKEL)
 - 1. F has Bob and scan for DB's strongside.
 - 2. Uncovered assignment:
 - a) 33 = Jean & Carol plus sift for weakside DB's.
 - b) 42 = Carol plus sift for weakside DB's.
 - 3. Blitz adjustment vs. 42: For all receivers it takes one DB. (Takes one)
 - 4. Blitz adjustment vs. 33: For all receivers it takes one DB plus one OLB. (Takes one plus OLB)
- B. 41 & 32 (total 5) (DIME)
 - 1. F scans most dangerous strongside DB from inside out.
 - 2. Uncovered assignment:
 - a) 32 = Dan & Deb plus sift for weakside DB's.
 - b) 41 = Don plus sift for weakside DB's.
 - 3. Blitz adjustment vs. 41:
 - a) Strong receiver - it takes two DB's on your side. (Takes two)
 - b) Weak receiver - it takes one DB on your side. (Takes one)
 - 4. Blitz adjustment vs. 32:
 - a) Strong receiver - takes two DB's. (Takes two)
 - b) Weak receiver - takes one DB plus one OLB. (Takes one plus OLB)

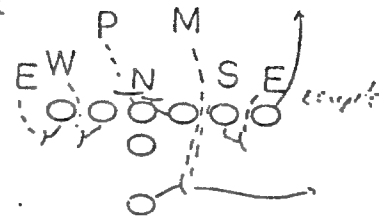
34 FRONTS

34

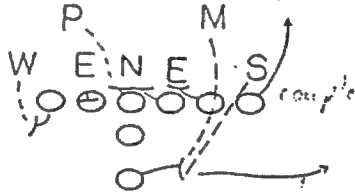
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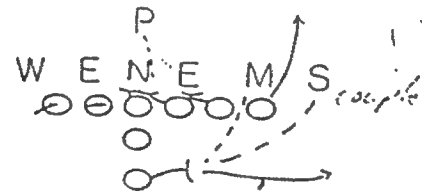
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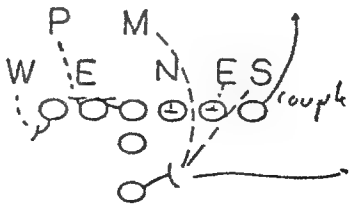
34 DOUBLE EAGLE



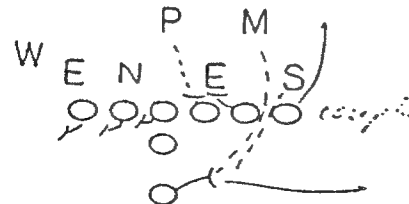
34 BEAR



34 PLUS

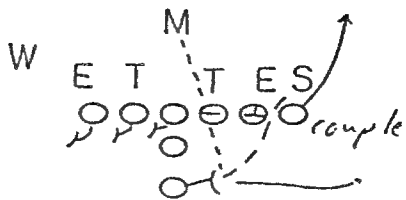


34 MINUS

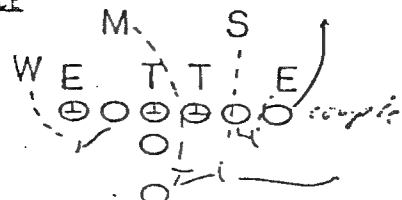


43 FRONTS

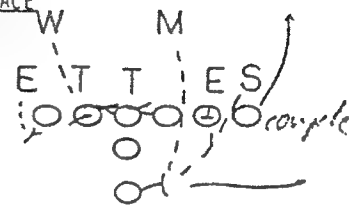
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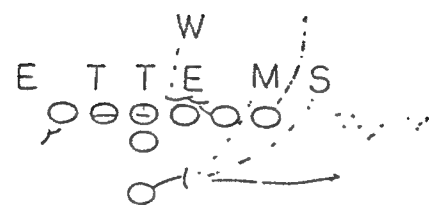
43 OVER REPLACE



43 UNDER REPLACE

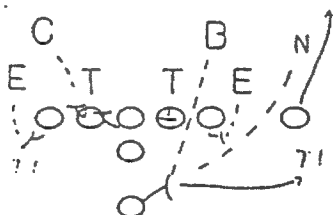


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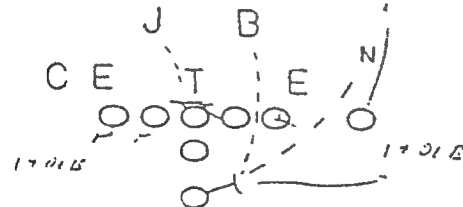


NICKEL FRONTS

42

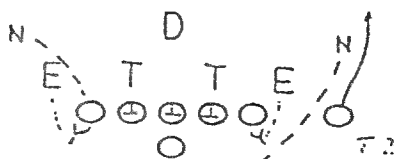


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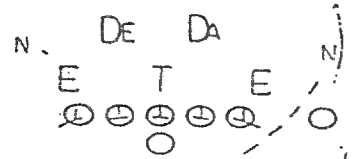


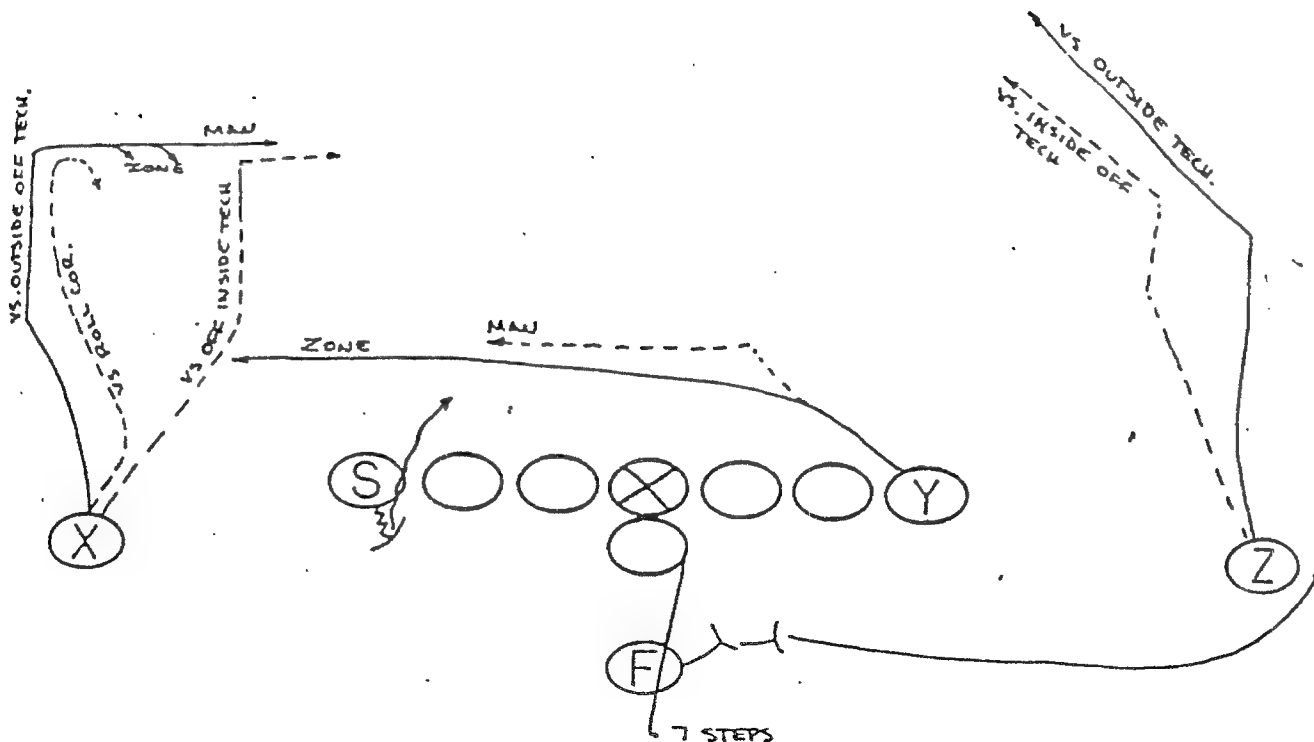
DIME FRONTS

41



32





QB

Progression Read - Work from Y to X to Slot. Possible throw to Z versus coverages with no deep free safety.
Possible Hot versus double LB dog to TE side versus seven man fronts.
Versus safety blitz, work to sight adjustment side.

X

Run Cross.
Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Sneak.
Possible Hot versus double LB dog your side versus seven man fronts.
Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Post.
Versus safety blitz your side, run safety blitz sight adjustment.

SLOT

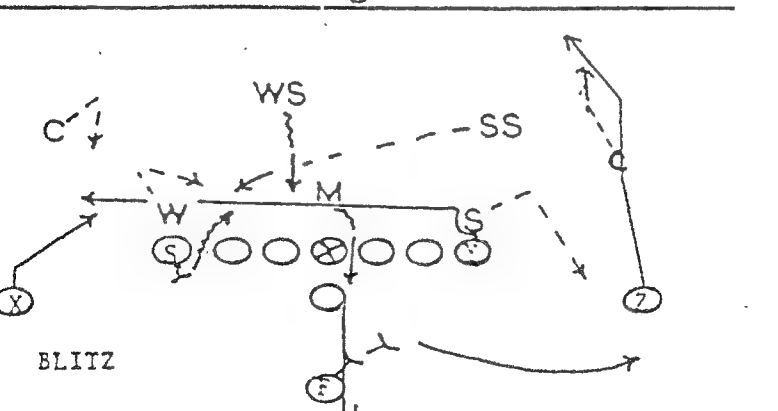
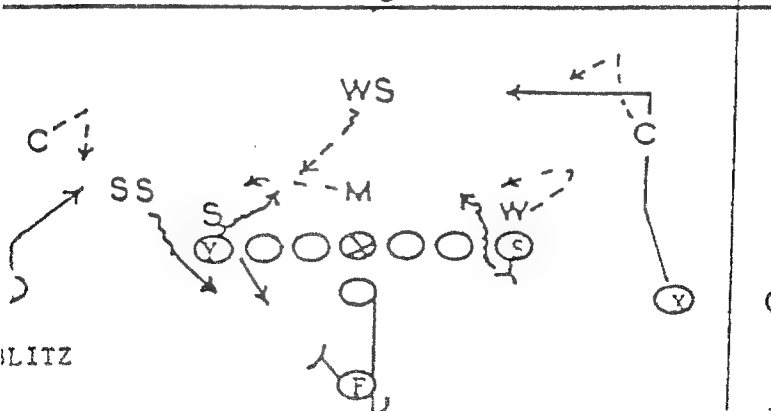
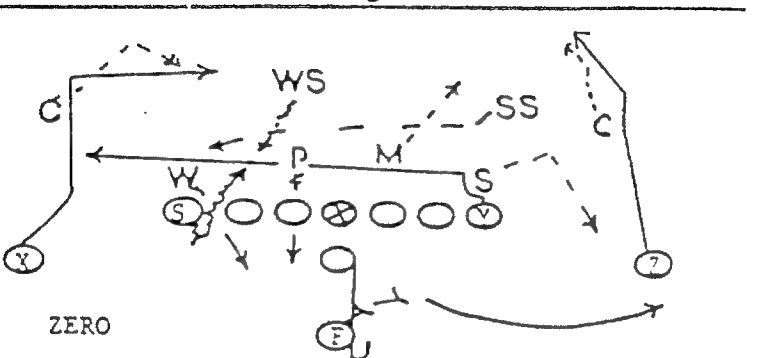
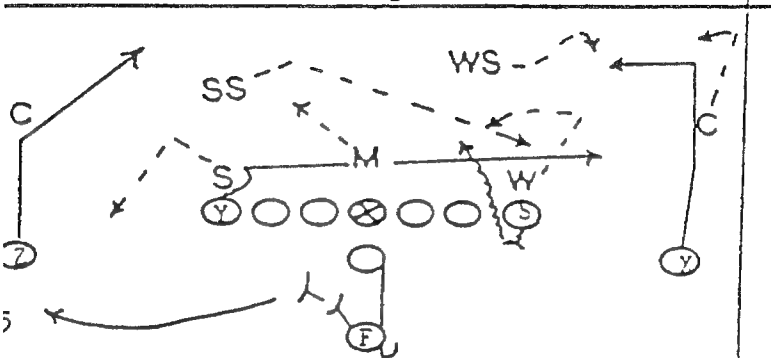
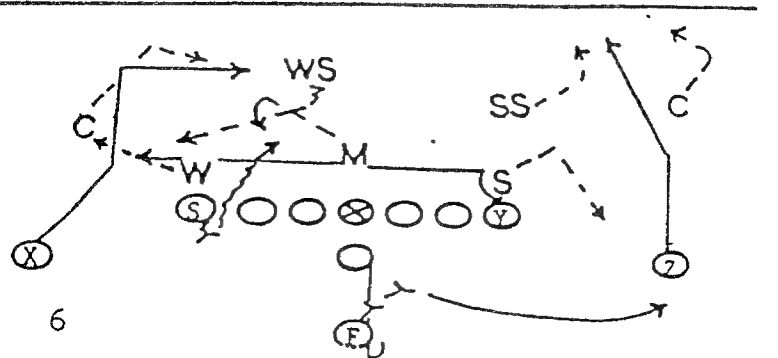
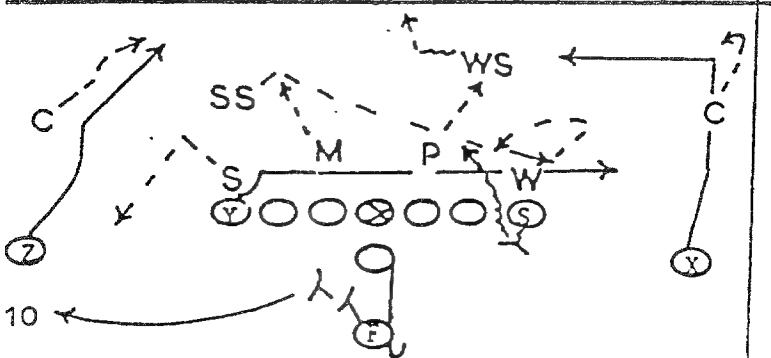
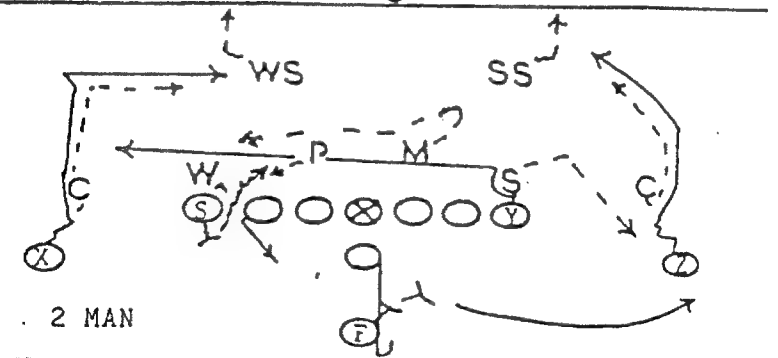
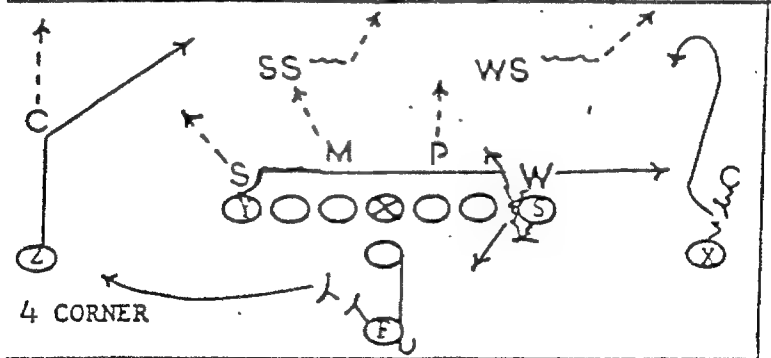
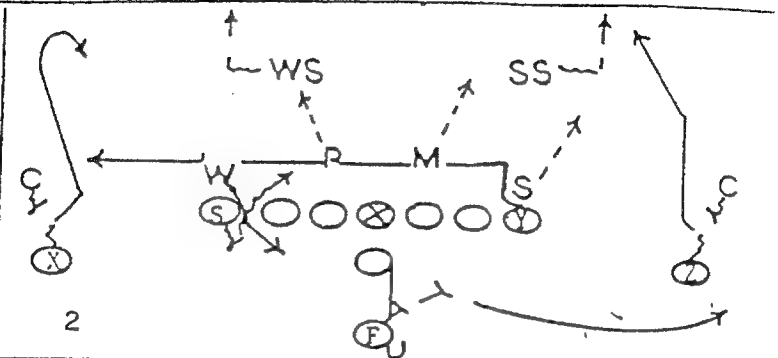
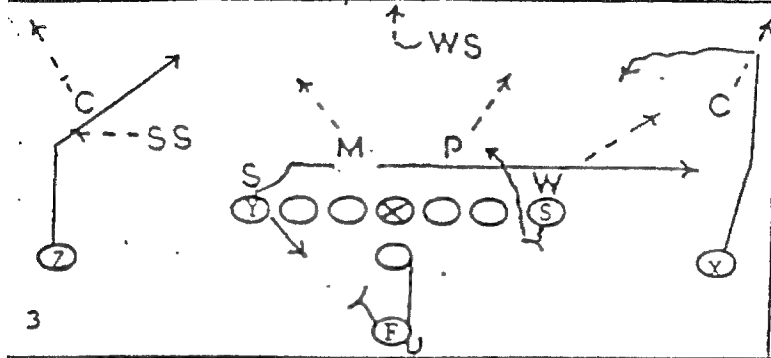
Run Delay.

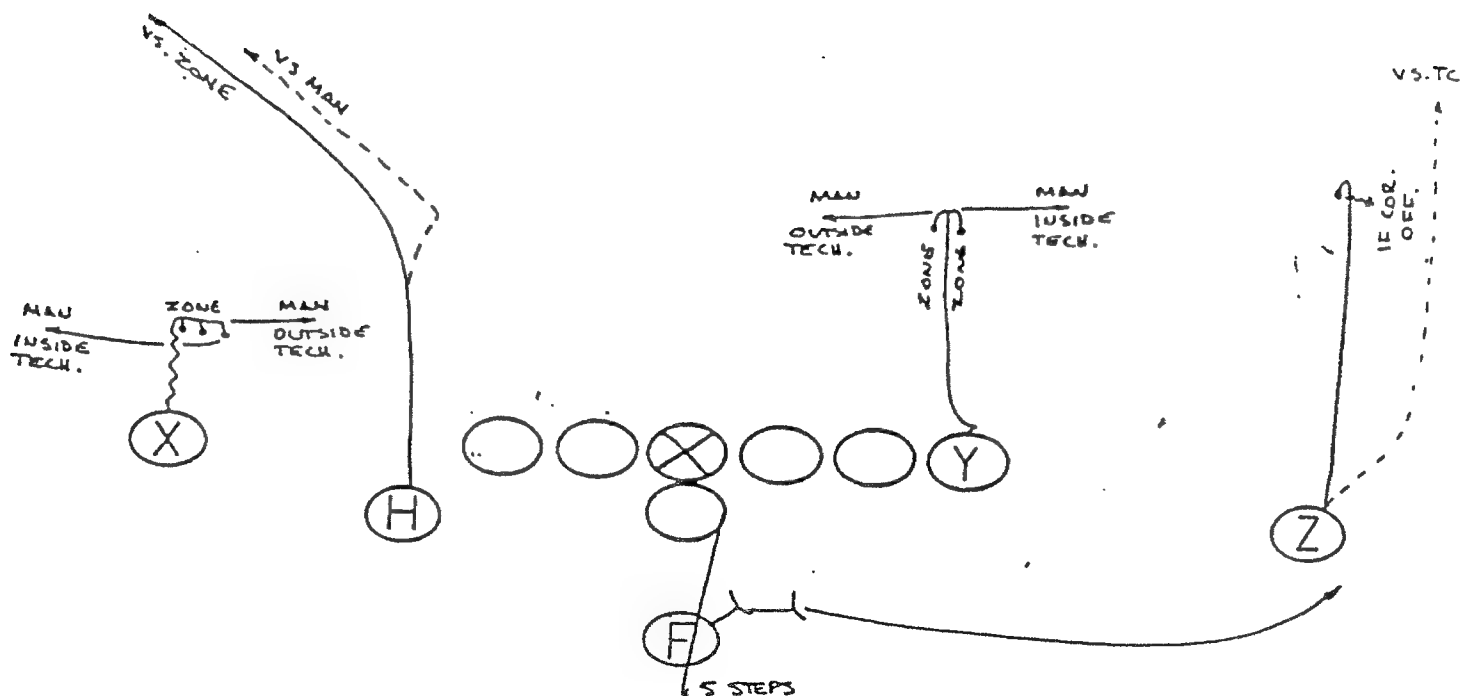
F

Check, run wide.

FROM 3 DOUBLE WING

FROM 2 DOUBLE WING





OE

Progression Read - Priority List - Work option side first going from Hinge to Option. Then to Smash side working to Bench versus man and Smash versus Zone. Possible Hot to TE versus double LB dog to TE side versus seven man fronts. Versus safety blitz, work to safety blitz sight adjustment side.

X

Run Smash.

Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Option.

Possible Hot versus double LB dog your side versus seven man fronts.

Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Hinge. Fade streak versus tough corner.

Versus safety blitz your side, run safety blitz sight adjustment.

H

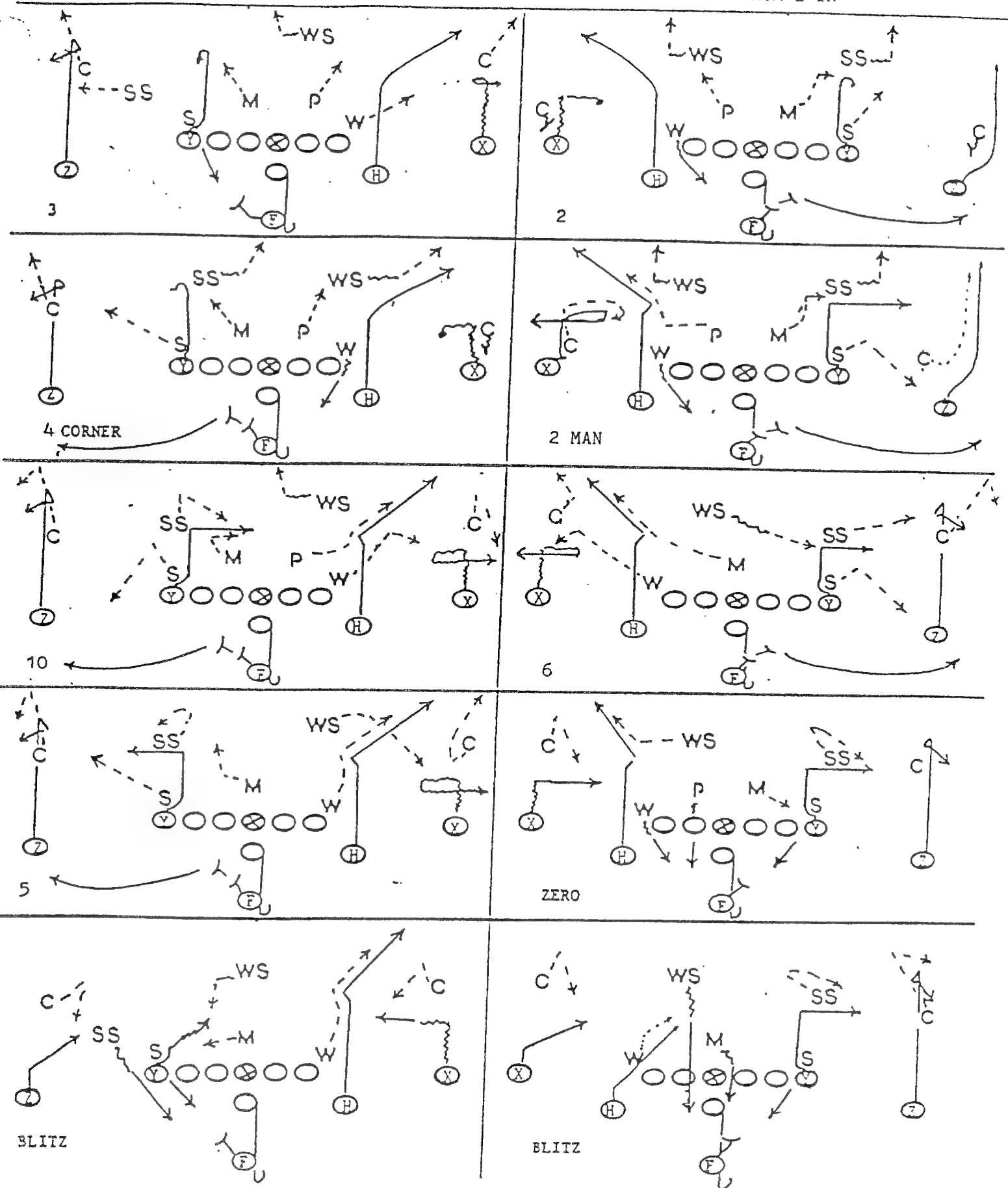
Run Bench.

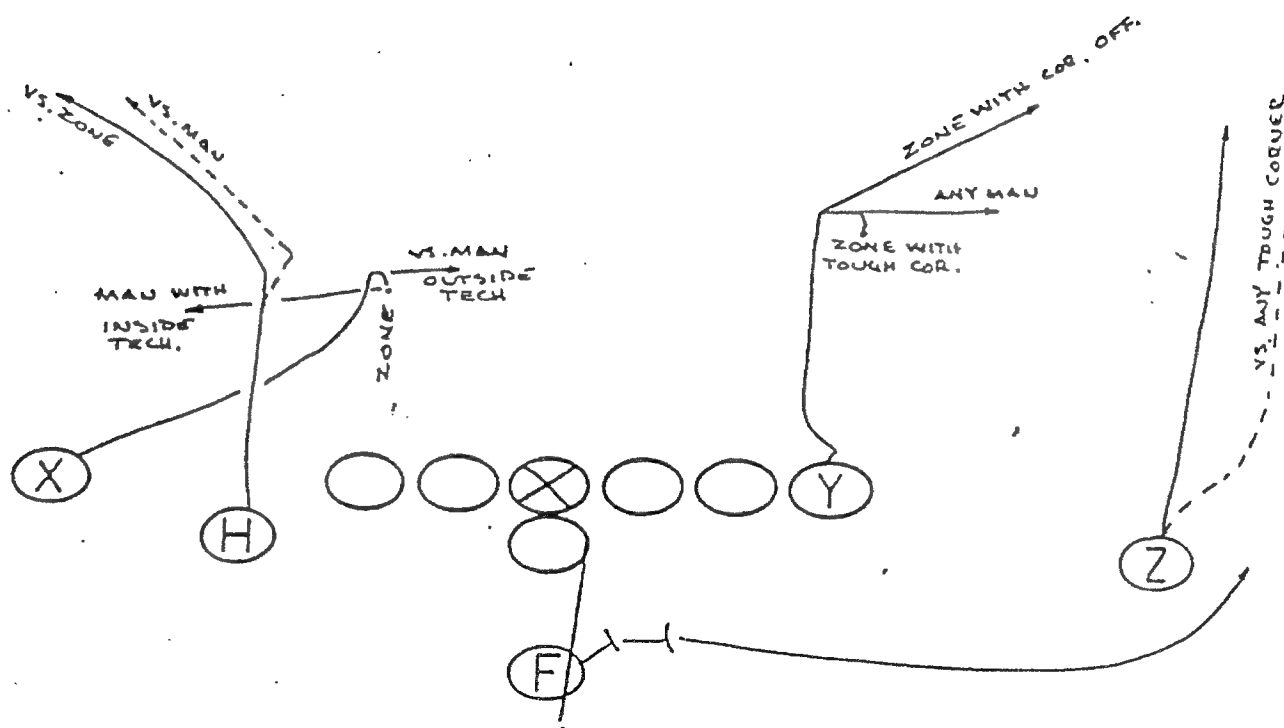
F

Check, run wide.

FROM 3 IN

FROM 2 IN





QB

Progression Read - Priority List - Work from Y or F to choice side.
Possible Hot to TE versus double linebacker dog to TE side versus seven man fronts.
Versus safety blitz, work to safety blitz sight adjustment side.

X

Run Choice.

Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Corner.

Possible Hot versus double LB dog your side versus seven man fronts.
Versus safety blitz your side, run safety blitz sight adjustment.

Z

Run Go. Fade to Go versus any tough corner.

Versus safety blitz your side, run safety blitz sight adjustment.

H

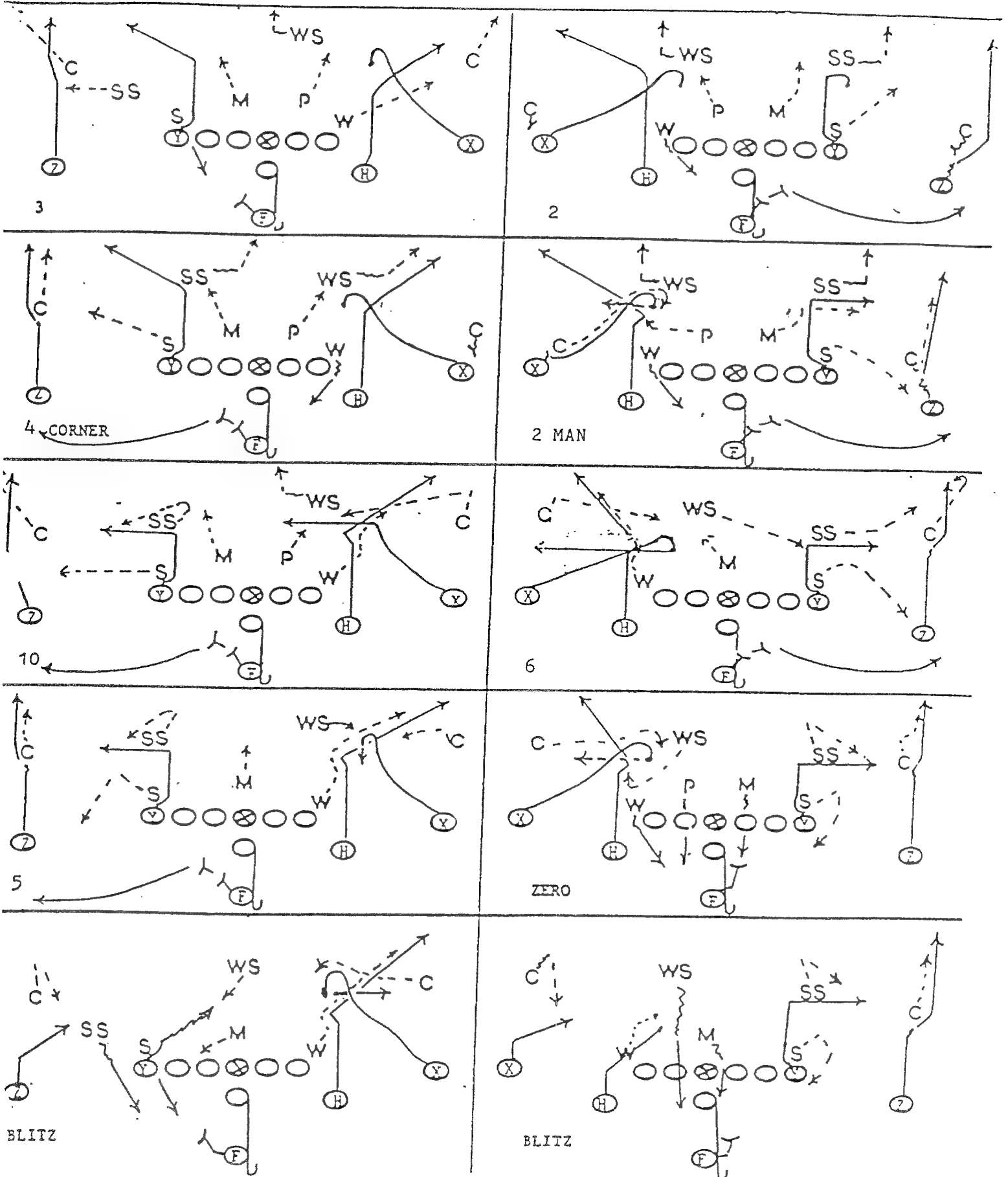
Run Bench.

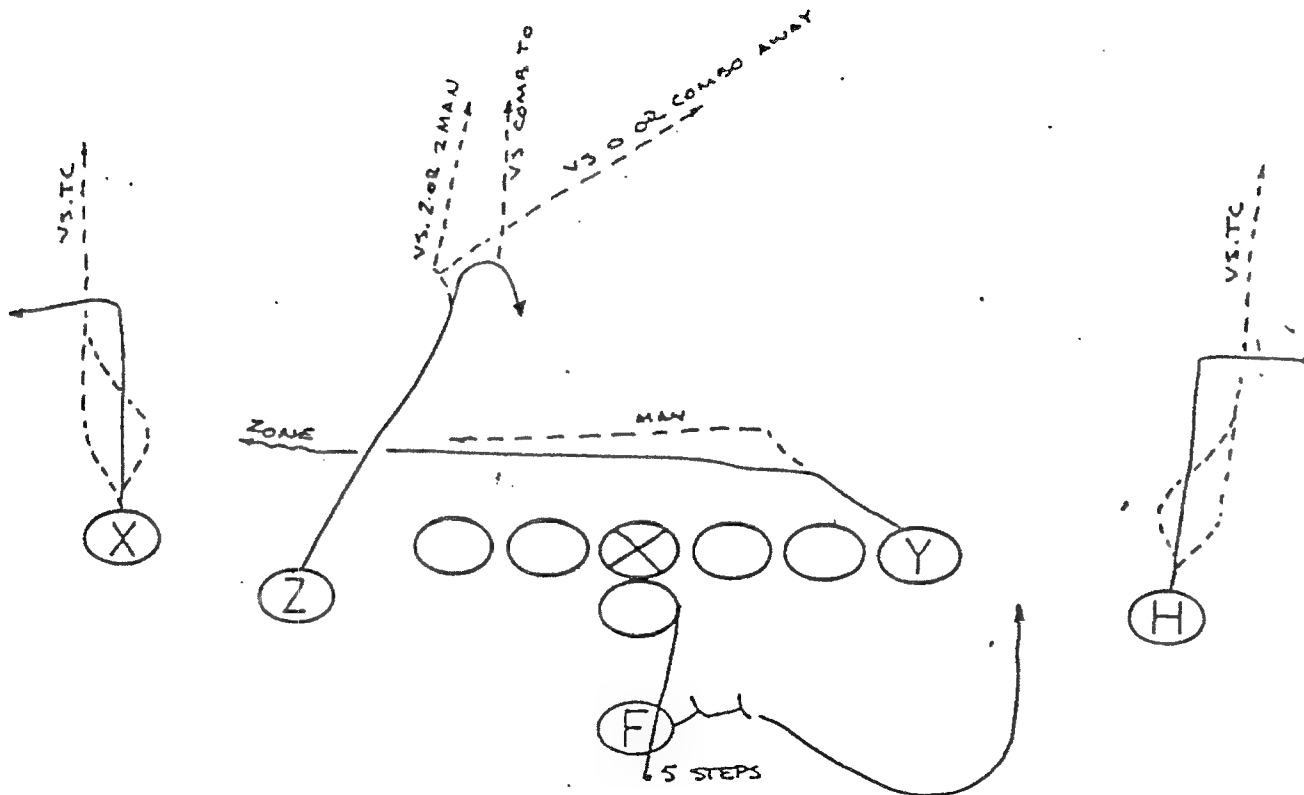
F

Check, run wide.

FROM 3 IN

FROM 2 IN





QB

5 Step Drop. Key middle. Work outside in opposite rotation.

Versus Cover 2 or 2 Man, work middle to X to Y.

Possible Hot to TE versus double LB dog to the tight end side versus seven man fronts.

Versus safety blitz, work to sight adjustment side.

X

3 Cut (Out). Run streak adjustment versus tough corner.

Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Sneak. Alert for Hot versus double LB dog strong versus seven man fronts.

Versus safety blitz your side, run safety blitz adjustment.

Z

Run Middle read.

Versus safety blitz your side, run safety blitz sight adjustment.

H

3 Cut (Out). Run Streak adjustment versus tough corner.

Versus safety blitz your side, run safety blitz sight adjustment.

F

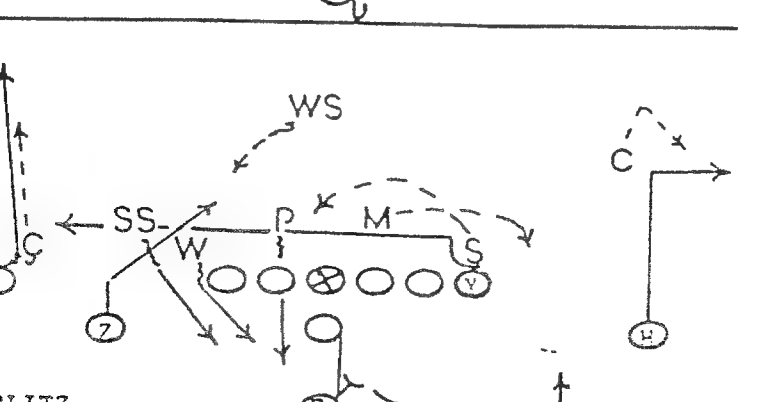
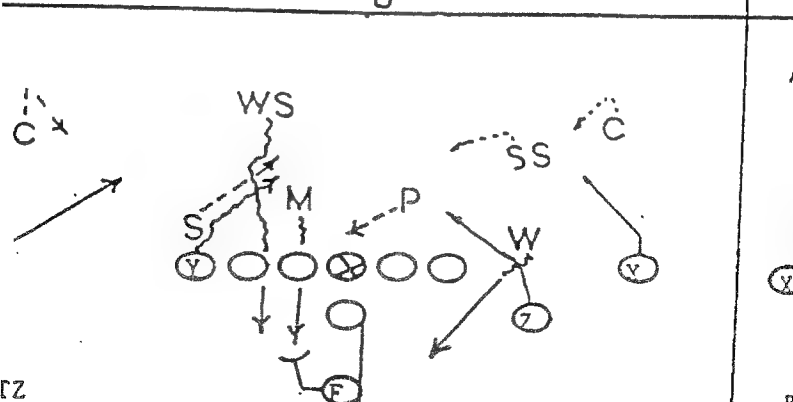
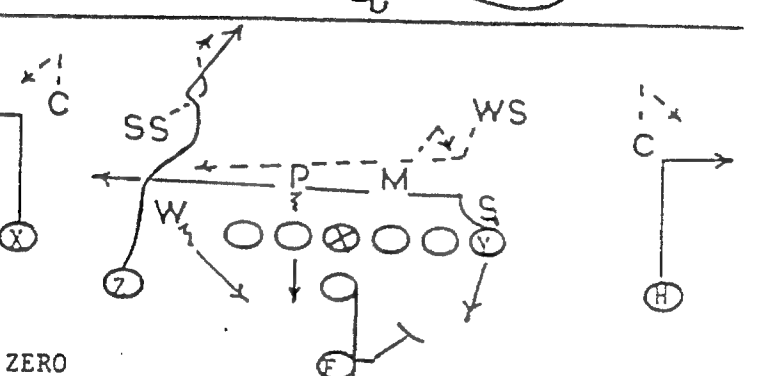
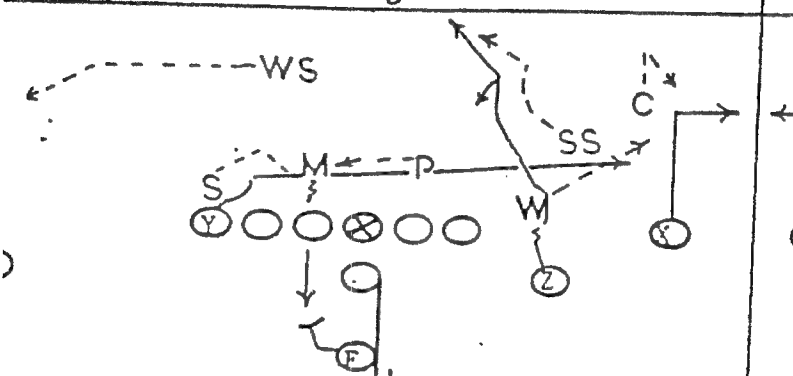
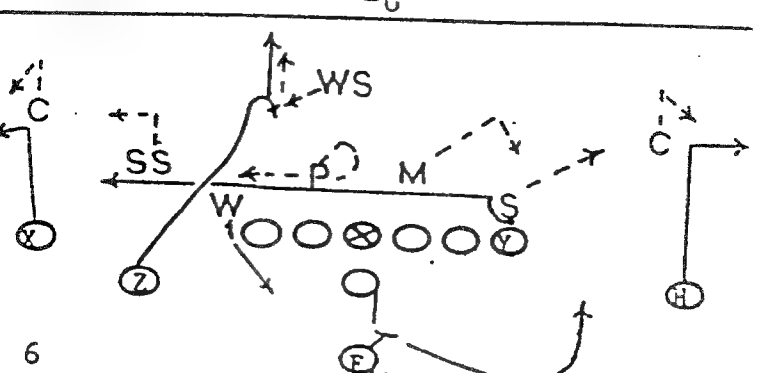
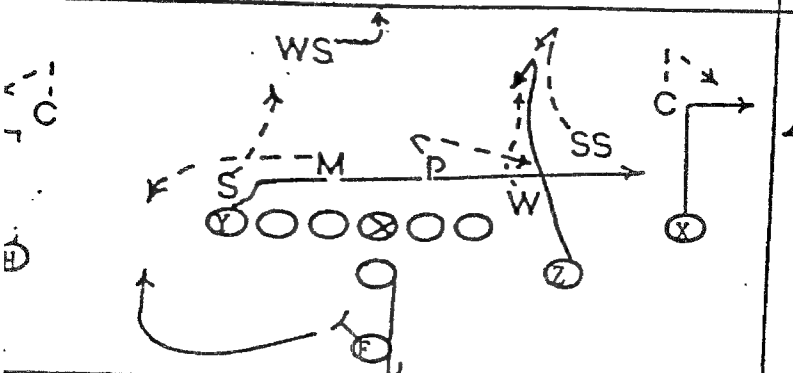
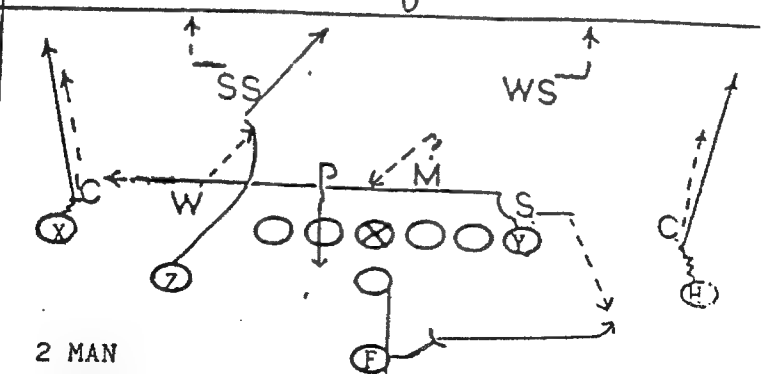
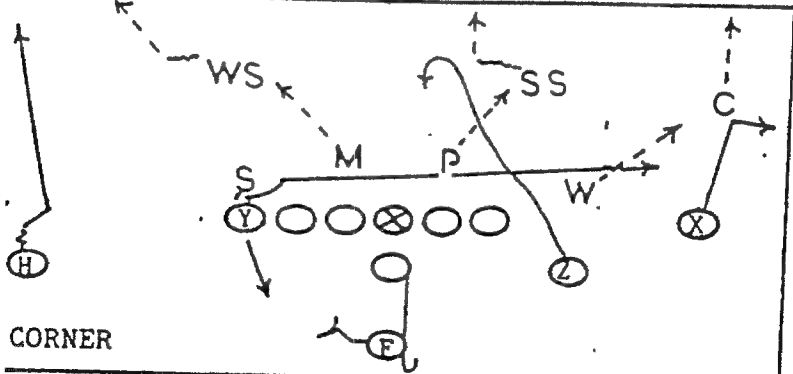
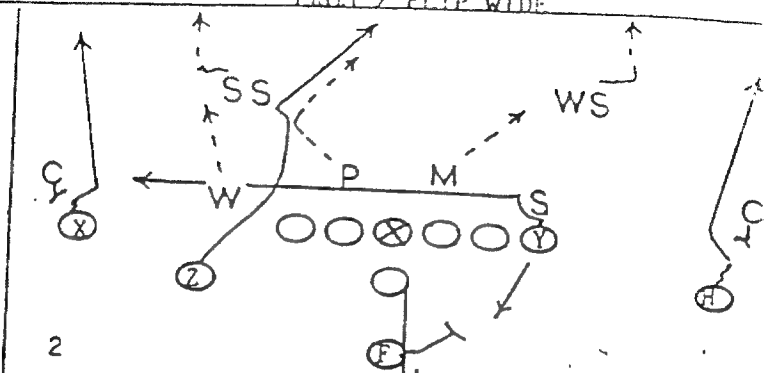
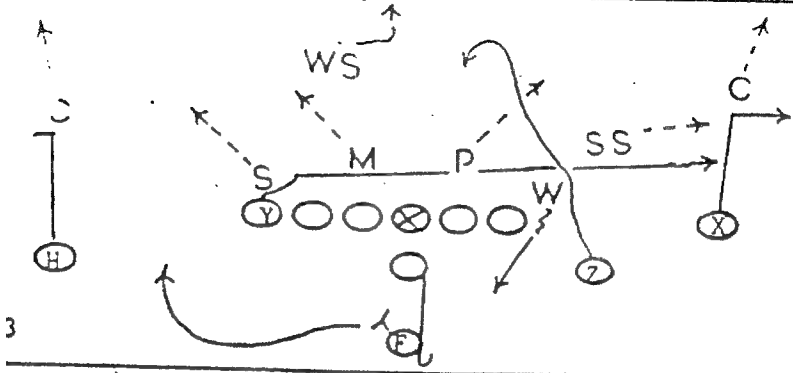
Check, run M.

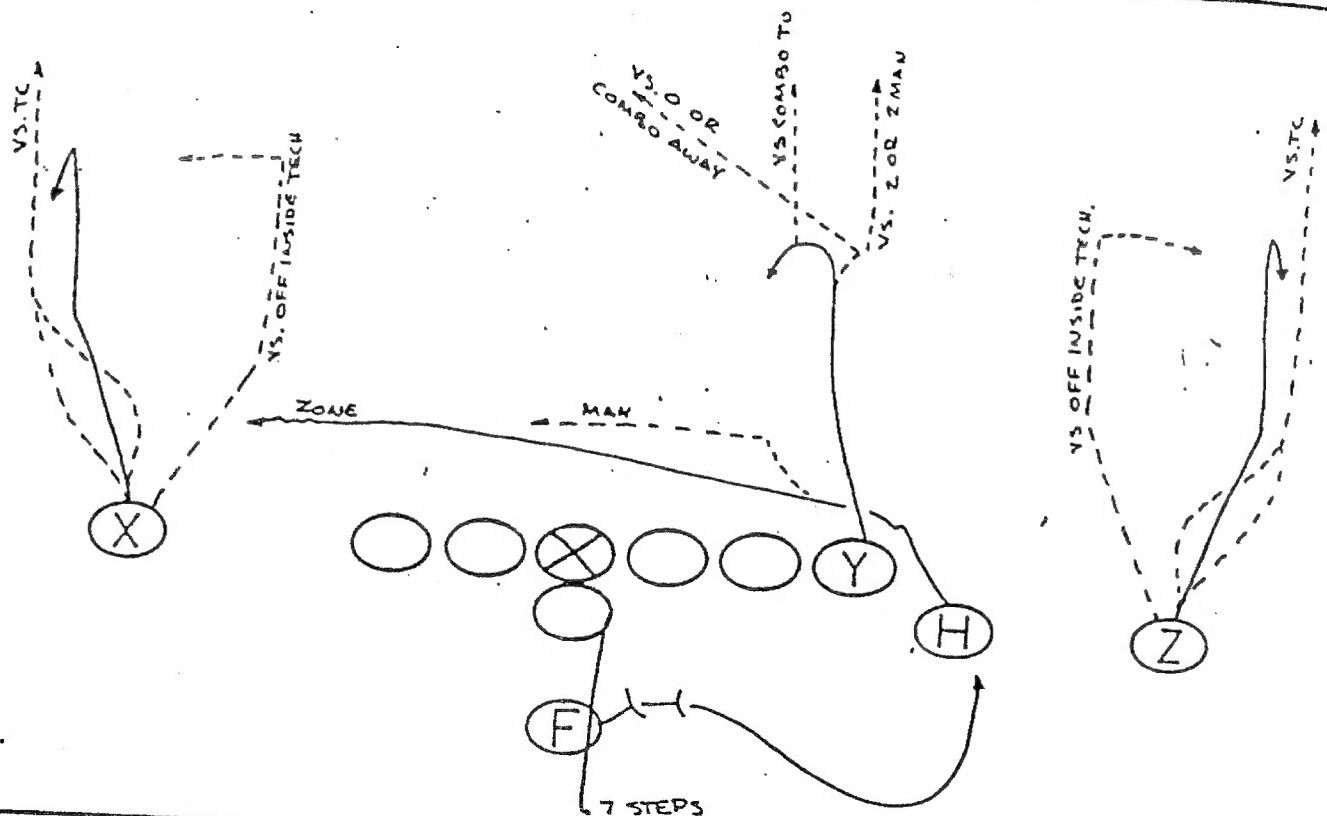
SHORT 63 M Y SNEAK

-4-

FROM 3 FLIP WIDE

FROM 2 FLIP WIDE





QB
 7 Step Drop. Key middle for rotation. Work inside out opposite the rotation.
 Versus Cover 2 or 2 Man, work from Y to X to H.
 Possible Hot to TE versus double LB dog to the TE side versus seven man fronts.
 Versus safety blitz, work to sight adjustment side.

X
 5 Cut (Comeback). Run Streak adjustment versus tough corner.
 Versus safety blitz your side, run safety blitz sight adjustment.

Y
 Run Middle read.
 Possible Hot versus double LB dog your side versus seven man fronts.
 Versus safety blitz your side, run safety blitz sight adjustment.

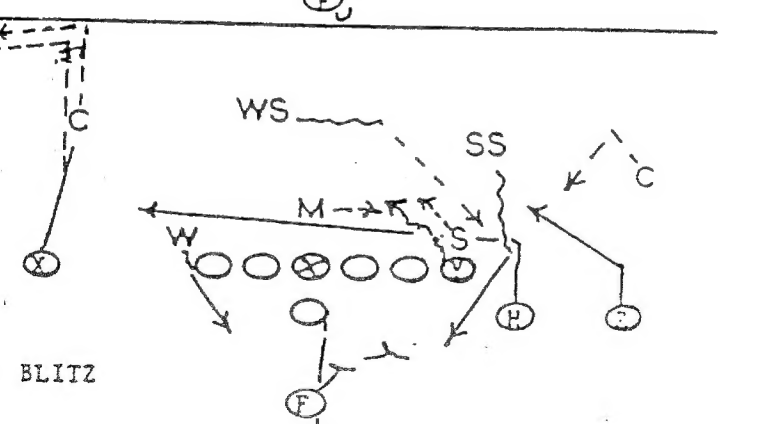
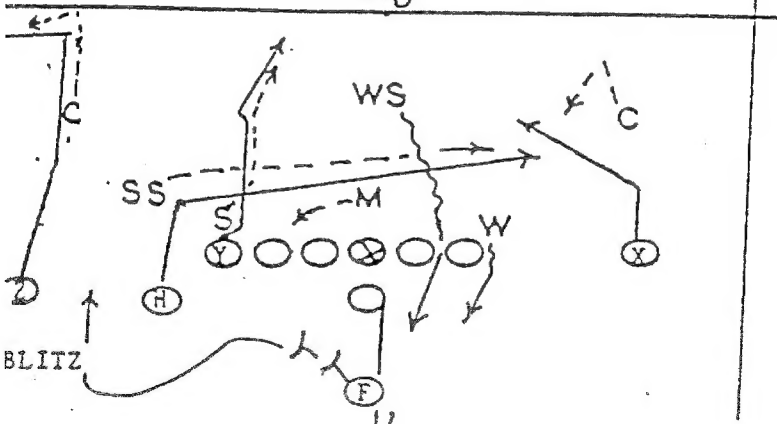
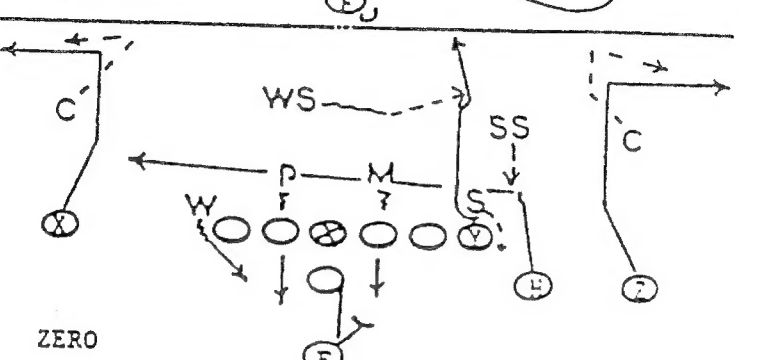
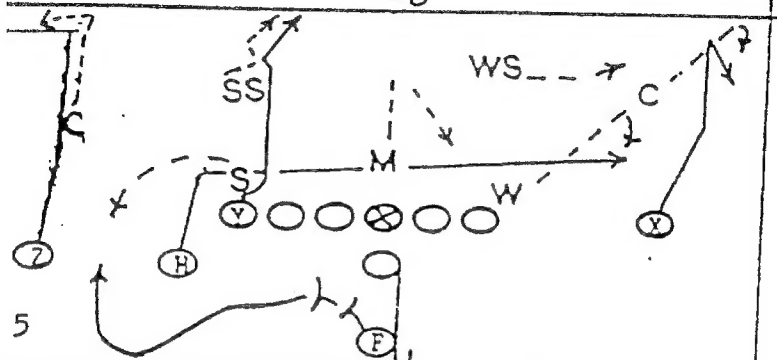
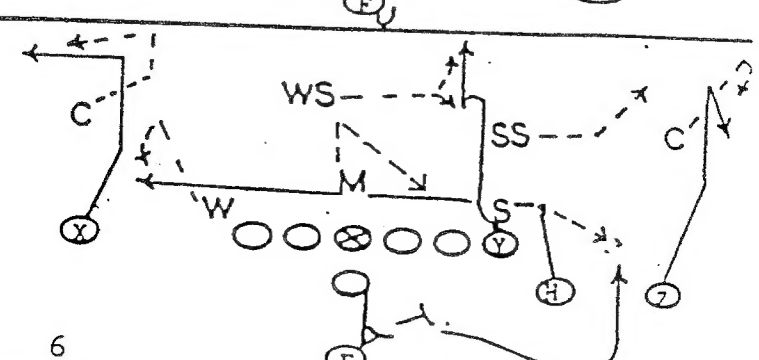
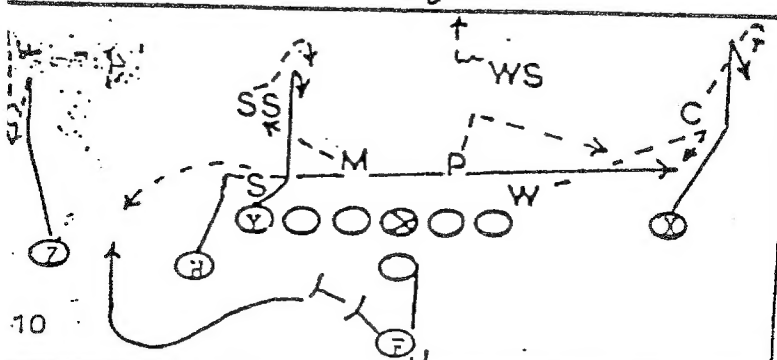
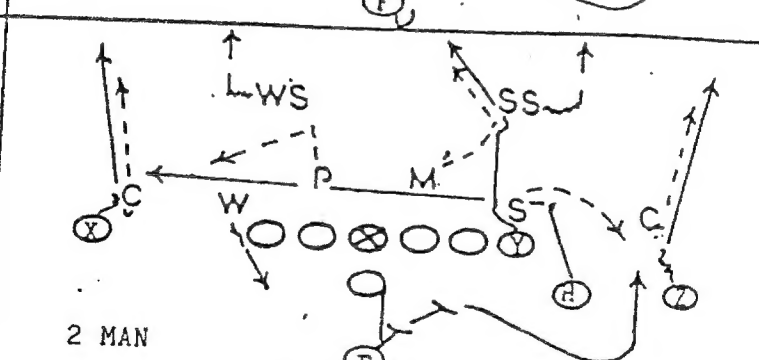
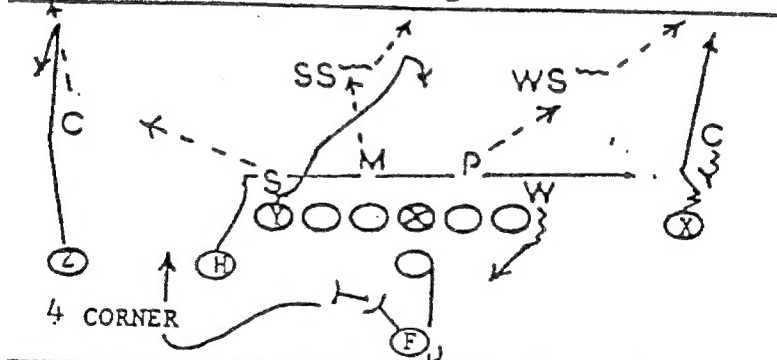
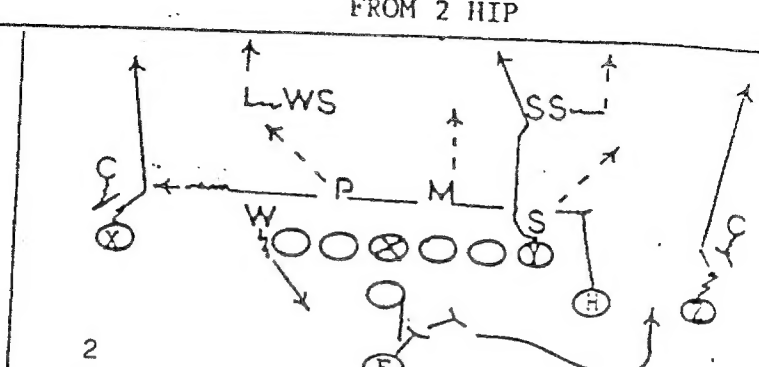
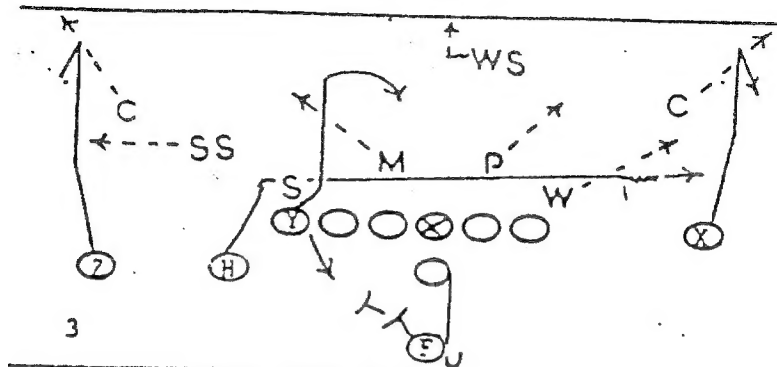
Z
 5 Cut (Comeback). Run Streak adjustment versus tough corner.
 Versus safety blitz your side, run safety blitz sight adjustment.

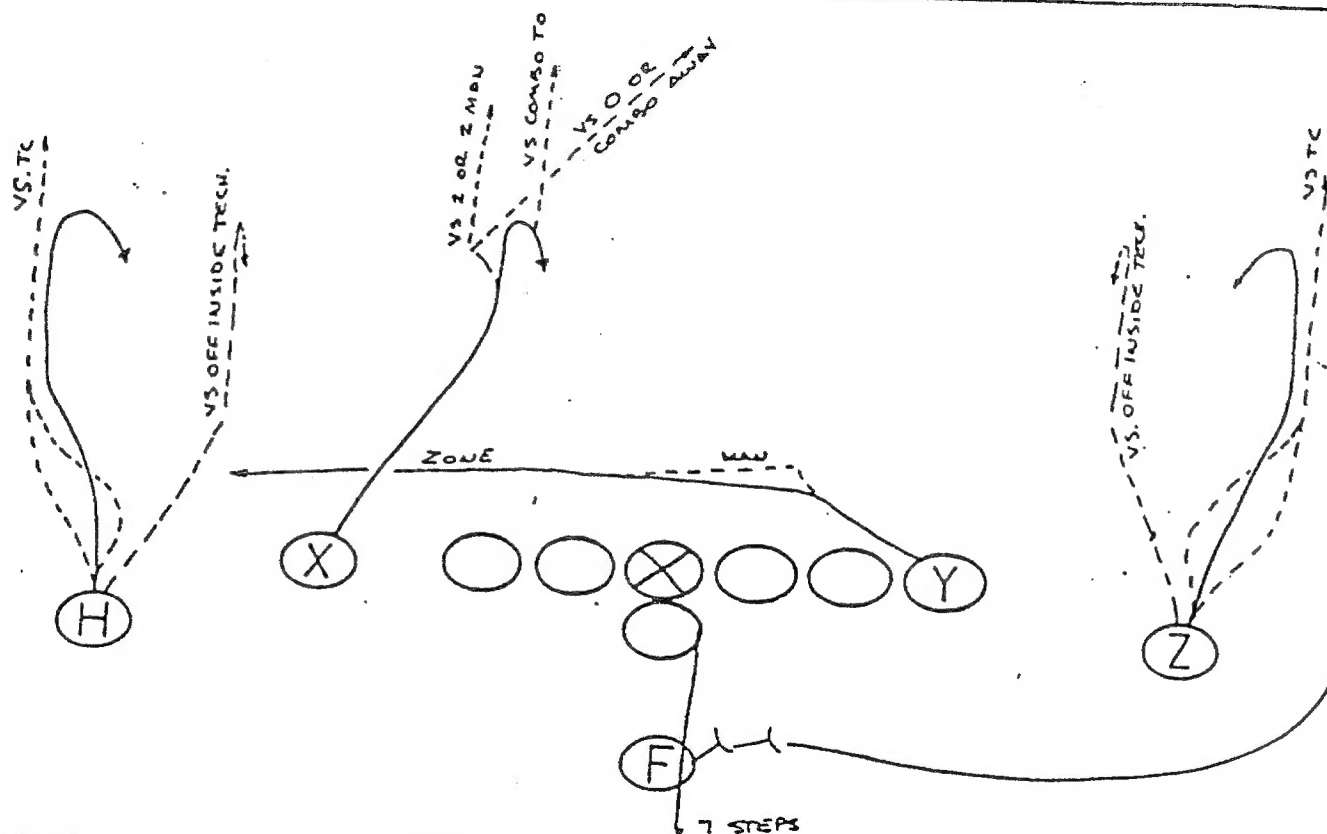
H
 Run Sneak.

F
 Check, run M.

FROM 3 HIP

FROM 2 HIP



QB

7 Step Drop. Key middle for rotation. Work inside out opposite the rotation.
 Versus Cover 2 or 2 Man, work from middle to X to Y.
 Possible Hot to TE versus double LB dog to the TE side versus seven man fronts.
 Versus safety blitz, work to sight adjustment side.

X

Run middle read.

Versus safety blitz your side, run safety blitz sight adjustment.

Y

Run Sneak. Alert for Hot versus double LB dog strong versus seven man fronts.
 Versus safety blitz your side, run safety blitz adjustment.

Z

6 Cut (Hook). Run Streak adjustment versus tough corner.
 Versus safety blitz your side, run safety blitz sight adjustment.

F

5 Cut (Hook). Run Streak adjustment versus tough corner.

Check, run wide.

FROM 3 OUTSIDE

FROM 2 OUTSIDE

